

# Q64

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# MORTAL KOMBAT 4

Darkness is calling.

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## p8-11 • COVER STORY

*Mission: Impossible*

## p14-57 • JUDGEMENT 64

*Quest 64*

*Forsaken*

*Mortal Kombat 4*

*All Star Baseball*

*Bio F.R.E.A.K.S.*

*Aerogauge*

*Mike Pizzo's Strike Zone*

*Chopper Attack*

*Kobe Bryant in NBA Courtside*

*1080 Snowboarding*

*Bust-A-Move*

*Wetrix*

## p58-83 • FUTURE PLAY 64

*Cruisin' World*

*WWF: Wor Zone*

*GT RACING*

*Turak 2*

*NFL Blitz*

*Shadowman*

*GEX*

*Iggy's Wreckin' Balls*

*Buck Bumble*

*Banjo Kozoioe*

*Off Road Challenge*

*Air Boarders*

*World Quick Prix*

## p84-89 • QUICK PICS

*Up to the minute shots*

## p90-97 • THE BACKDOOR

*Codes for cheats*

# S T U F F W E T H I N K A B O U T

Welcome to the Summer '98 issue of Q64, the magazine that brings you the world of everything Nintendo. You'll find more games, and more in-depth coverage, than in any previous issue of Q64. That's right, after a slow trickle of software over the past 18 months, it looks as if the current Nintendo 64 library of 50 games should double in the next nine months. There were, in fact, so many new games for us to cover in this issue, that we decided to remove our strategy section in order to get these hot new games in! So, if you're looking for the Quake and Yoshi's Story strategies, we apologize but, we feel that you'll be much more interested in all the information on the latest and greatest titles that we have featured.

Our cover story features Ocean's *Mission: Impossible*, a game that we previewed a year ago in the first issue of Q64. You won't want to miss any of the information on the development of this amazing game, so be sure to check out the story. Also in this issue, you'll see reviews on *Quest 64*, *All Star Baseball 99*, *Mortal Kombat 4*, *Forsaken*, *Wetrix*, *1080 Snowboarding*, *Chopper Attack*, and many, many, more. You want more? We've got more previews in our Future Play section than we've ever had. Check out this lineup — *Turak 2*, *NFL Blitz*, *GEX: Enter the Gecko*, *GT RACING*, *Buck Bumble*, *Air Borders*, *Cruisin' World*, *Iggy's Wreckin' Balls*, and tons more. And, in our world famous Quick Pics section, we've got even more games, so many that we don't even know how many! We've received lots of letters from our readers wanting more codes, and we listened! We DOUBLED the coverage in The Back door section, giving you every single code we could find. And, as a special treat, we received the shots you see below, from Acclaim right before we went to press. Knowing that everybody wants to see the first pics of QB Club 99 and Iguono's latest creation, an amazing looking basketball game (as of now untitled), we just had to put these shots in, anywhere we could!

So, enjoy the software that will be coming out this summer, and look forward to all the great games that are on the horizon. We'll be here to bring it all to you in the next issue of Q64 (Fall '98), available in September. Thanks for reading!



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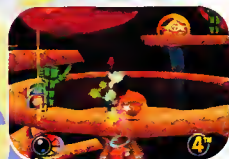
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Dear Q64:

Hello Q64! I just picked up your third issue of Q64 and I like it, but I want more information on the game shock. You also gave RAMPAGE WORLD TOUR a 7, and I think you should have given it an 8. You should also make a Q64 every month not every season. I want to know about the 64DD and what it does and when it comes out, and how much it costs and how to use it. KEEP UP THE GREAT WORK.

YOURS TRULY  
Dustin Waterchief  
Regina, Sask.

Hello Q64,

In issue 3 you said that Rampage World Tour was out. I've checked everywhere and haven't been able to find it. What gives?

Thomas Moore  
Spartanburg, SC

Tom,

*It looks like you should live in Canada, as Dustin has had no problem finding a copy. Seriously, Tom, Sometimes stores just get their copies sooner than others, and we imagine that shortly after you sent your letter, Rampage was found in your local stores. As a side note, you both may be interested in knowing that Nintendo didn't think Rampage World Tour was good enough for the N64, and almost had Midway scrap it (but they liked In the Zone 98?!). Fortunately, enough people thought it was a solid title and you guys got to play it.*

To Whom It May Concern:

I was recently reading online at various web sites about Nintendo's upcoming upgrade for the N64; the 64DD. One advocate was convinced that it would beat the PSX in two areas:

- 1) The ability to write to the disk.
  - 2) The potential of adding additional peripherals.
- About the ability to write to disk. Correct me if I'm wrong, but doesn't the PSX

have output ports also? Sony at any time could develop a device that could allow alternative storage. I've already seen floppy disk drives at select stores. At one web site, I read that with the 64DD Nintendo could add a modem to allow users of the 64DD to get online, almost similar to WebTV. The PSX has a serial/IO port allowing Sony the opportunity to not only develop a modem, for example, but many other useful add-ons.

Nintendo users are so enthralled with the two main points mentioned above, they failed to understand that not only can Sony do the same thing, but other console systems can as well.

Sincerely,  
Devin Dreher

Devin,

*Thanks for your thoughts. We're not sure if there's a question in there somewhere, but let us clear up a couple of things for you. 1) Sony won't be coming out with ANY add-on devices for the PSX. There will be a new machine before any "32x" devices show up for the current PlayStation. 2) Nintendo WILL come out with add on peripherals sometime this year. Nobody knows when, not even the clairvoyant types here at Q64.*

Dear Q64,

I think your magazine is the best Nintendo mag ever made. It has great reviews, and I base all my purchases on your insights. I also think Q07 should have been a 10, and can you give me any info on upcoming sequels? Q64 rules!

Sincerely,  
Matt Cullen  
New Rachele, NY

Matt,

*There was a sequel planned for GoldenEye, but Rare, the developer, has their hands full with other projects (Banjo Kazooie, among others). The game didn't have the 007 license, so that may be why the game got put on the back burner.*

Dear Q64 Magazine,

I have a couple of questions, listed from most important to least. 1) Will there be a Metroid game for the N64? 2) When will Zelda be out? 3) Why doesn't your magazine have an ordering form? 4) How about more than one page for letters? and 5) What does the 'Q' in Q64 stand for?

Sincerely,  
Kyle Warren

*In reverse order, here you go, 5) Q stands for Quarterly, as in every three months (Spring, Summer, Fall, Winter — ah ha!), 4) Just for you Kyle, we will go to a 2 page letter section in the next issue, so send in those letters!, 3) An ordering form? For subscriptions? Well, since we are quarterly (there's that 'Q' again), we aren't taking subscriptions, 2) Zelda will be out in... nobody knows, but Nintendo keeps saying that '98 will be the year, and 1) The official word on Metroid 64 — "no comment". That means that something may be in the work, but nobody's talking.*

Dear Q64,

I just recently bought Quake 64, and I thought the game was great. I was wandering — does Midway plan to release Quake add-on packs for the N64, like they do for the PC? I just bought my first edition of Q64, which was the Spring 98 issue, and I thought it was the bomb. My second question is, do you guys plan to offer subscriptions in the near future?

Sincerely,  
Jason James  
Chicago, IL

*Jason, Thanks for the kind words. Because of the nature of the cartridge format, Midway doesn't plan on any add-ons for Quake 64. However, once the 64DD comes out, it may make things like that possible in the future. And, you know the answer to the second question!*





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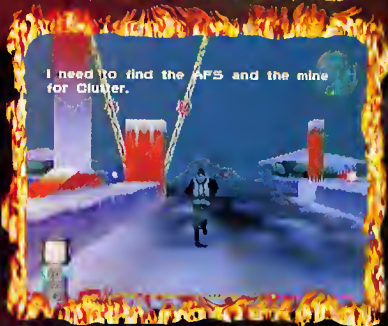
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## MISSION: IMPOSSIBLE



Infogrames, the French developer of *Mission Impossible*, is a relative veteran when it comes to the electronic gaming industry. Founded in 1983, the company has been developing original and successful games (*Alone in the Dark*, *Jurassic Park*, *V-Rally*) for PC's, portables, and home consoles, with the Nintendo 64 being one of their main focuses. Ocean of America has helped Infogrames with the distribution of their titles in the US, and the relationship has been and continues to be quite successful. With *Mission Impossible*, both companies feel that the license of the popular movie allows them the ability to showcase their unique talents and abilities in a title that exudes high technology, and utilizes new and fresh play mechanics.



## THE PARTY LINE

*Mission Impossible* puts the game player in a 3D world of espionage, sabotage, and intrigue (not to mention plenty of action and adventure!). The gamer plays the role of IMF (Impossible Mission Farce) agent Ethan Hunt, and tries to make his way through five huge missions, that together, add up to 20 danger filled levels. Not just another first person shooter, *Mission Impossible* will require the player to think creatively as well as have a quick trigger finger. A good number of the levels will warrant Ethan's quick cunning to avoid a deadly mishap, where pulling the trigger could spell the end of the game. The game moves Ethan from the Russian Embassy in Prague, to the Virginia headquarters of the CIA, and then on to London for the big finale.

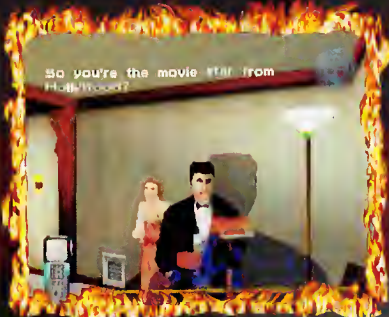
## FEATURES, GADGETS, AND GIZMOS

One of the features that every kid (and adult) loved about *Mission Impossible*, The Movie, was all the fancy weapons





and gadgets that Ethan had at his disposal. And, as fate would have it, Infogrames made sure to include them all into their game. There's the mast wanted Face Maker, the thing that makes 100% accurate foam faces. Then, there's night view goggles, dart guns complete w/ sleeper darts, a field scanner, a detonator, mines, gas injectors, communicators, an AFS (Auto Frequency Scrambler), nousea powder, and lots of different hand guns and Uzi's to toast the bad guys with (yes, that's a dangling preposition). Now, with a list of goodies like that, it's easy to see that taking control of Ethan will be pretty cool, no doubt. To make sure you see all the things necessary, Infogrames uses multiple third person perspectives



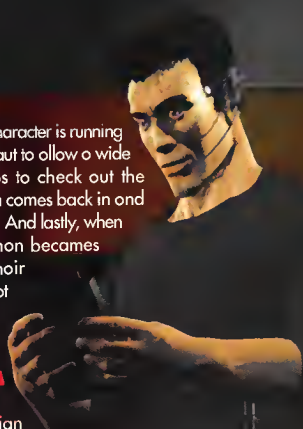
with a moving camera. If your character is running quickly, the camera will zoom out to allow a wide angle of view. If Ethan stops to check out the surroundings, then the camera comes back in and focuses on the immediate area. And lastly, when you draw your weapon, Ethan becomes transparent and a crosshair appears, allowing you to aim at the target.

### ETHAN'S THE MAN, BUT ESPIONAGE IS A TEAM GAME

When we first saw *Mission Impossible* over a year and a half ago, we were immediately taken in by the idea that in order to be successful, the player (as Ethan) will need to interact and rely on his IMF team members. For instance, if Ethan wants to get out of the Embassy alive, he will need to find and talk to agent Phelps for detailed clues and hints on how to complete his objectives. Along the way, Ethan will meet up with over a half dozen different agents for help. Interactions like this are required for most levels, and really make you feel like you're part of an organization, rather than just a lone gun slinger.

### JUST THE TIP OF THE ICEBERG

If you think all of this sounds great, join the club! After nearly two years in development, *Mission Impossible's* ground breaking gameplay and use of new technologies should make the wait that much sweeter. Expect to see *Mission Impossible* on store shelves by the end of the summer, and a complete review in our Fall issue. See you then!





# COVER STORY 4

Recently, we had a chance to talk with Infogrames' Arthur Hauzman, producer for *Mission: Impossible*, about how his team was able to put together all the elements necessary for a quality game. And, at the same, what barriers had to be broken and what sets *Mission: Impossible* apart from its peers.

**Q64:** Before we get to all the "big" questions, can you give us some of the smaller specs on the title?

**AH:** Sure. First of all, *Mission: Impossible* will be put on a 12 meg cartridge — we had to increase the cartridge size to handle some of the additional art we put into the game. The project itself actually started before the N64 even existed, back in the summer of '95, and since that time, we've brought on more than 30 programmers, artists, level designers, and testers to put it all together.

**Q64:** Since the game has been long in development, and lots of good titles have come out for the N64, has the gameplay in *Mission* been influenced by any other titles?

**AH:** Infogrames' rich experience in action/adventure games, like "Alone in the Dark", influenced *Mission: Impossible*'s initial concept. However, Infogrames has remained open-minded since day one, allowing the development team to be inventive and to develop ideas from other innovative titles. They had a number of discussions about *Super Mario 64* and *Goldeneye*, and these titles influenced the final result. Yet, we had difficulty finding a direct reference on the console platform because *Mission: Impossible* really crosses

into a new genre, combining the best of action and adventure, while featuring a dual third person and first person point of view.

**Q64:** Are there any new or unique technologies at work in *Mission: Impossible*?

**AH:** A major innovation in the title is the 3-D real time game design. The team worked extremely hard to create interesting camera viewpoints that would allow for a more strategic style of gameplay. The main objective, as far as this was concerned, was to give the game greater depth and make it more interesting to play than other 3D games. For example, the varied camera angles and two types of views, first person and third person, allow for an exclusive mix of strategy. In the third person mode, the field of vision is enlarged which allows the player to move and hide more swiftly to avoid apposing guards. The first person view heightens the action thanks to the zooming capability that is activated whenever a target is lined up for a shot.





# INTERVIEW



**Q64:** What are the major features that distinguish *Mission: Impossible* from other spy adventure titles?

**AH:** One of the objectives Infogrames had for *Mission: Impossible* was to ensure great depth of gameplay. Also, we wanted to avoid compensating the player for unnecessary violence. The designers were determined to make the game closer to real life, where violence is not rewarded. Keep in mind that being a secret, super agent spy is risky business, especially when competing against the evil powers of the world, so there is a risk of violence at nearly every stage, but we did not want players to feel forced to rely solely on conquering enemies in a violent way. Also, we are able to put as many as ten different characters on screen at once, many more than seen in any previous title.

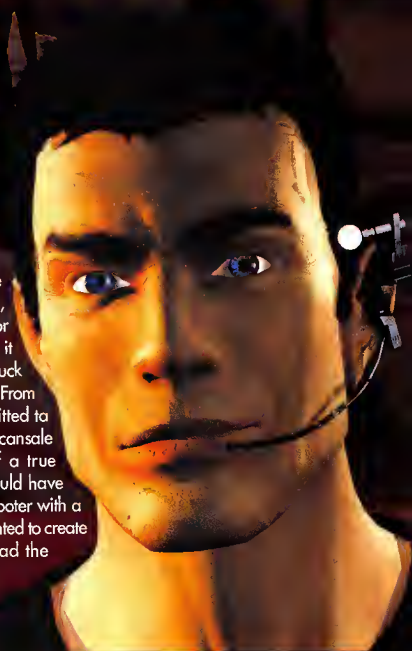
**Q64:** What were some of the obstacles the development team encountered in the creation of *Mission: Impossible*?

**AH:** In *Mission: Impossible*, Infogrames development team had to overcome the fact that they were creating a revolutionary game for an entirely new platform. As a result, they had to begin from ground zero. They could not draw from a particular point of reference. Since



our designers were forced to create new methods to achieve their goals, the initial designs and projections for *Mission* were optimistic. As a result, it took longer than expected but we stuck to the goal of producing a super title. From the start, Infogrames was committed to create an exclusive Nintendo 64 console game with the look and feel of a true "*Mission: Impossible*" style. It would have been simple to produce a pure-shooter with a high profile name, but the team wanted to create something special, a title that had the potential to become a classic.

**Q64:** Thank you, and good night.



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# JUDGEMENT 64

THQ'S

## QUEST 64

### THE LIFE OF BRIAN



Celmland is a beautiful island. From a time beyond memory, a spirit of harmony pulses through the land. The surrounding seas are calm and inviting and the flame of freedom burns strong among the people. This world is watched over by Spirit Tamers, magical guardians who hold a pact with the spirits of nature. Their powerful magic secrets are inscribed in Eletole's Book. Only those worthy of becoming Spirit Tamers themselves are allowed to read from this sacred volume. But now an evil being has stolen the book of the Spirit Tamers and is using it to cast deadly spells over the land. Strange beasts lurk in the countryside. Rumors of terrible



happenings run through the towns. Citizens are edgy and fearful for the first time in a thousand years. Peace is shattered. Celmland is sinking into a dark age of chaos and misery.

#### GAMEPLAY

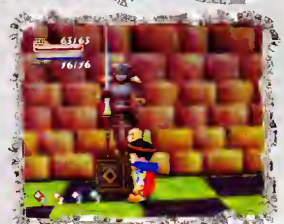
This is where you come in. Quest 64, the first dedicated role playing game (RPG) to appear on the Nintendo 64, casts you in the role of Brian — an apprentice Spirit Tamer. As the story begins, you find out that your father, Lord Bartholomew, has disappeared while trying to recover Eletole's Book. You must find your father and the book — in order to return Celmland to its former peaceful ways and glory. For those of you that have played many an RPG, you've been down this story road before — but not in glorious 3D! The gameplay in





penetrated by an enemy, will allow him to engage said enemy in staff-ta-appendage combat. Until the enemy gets in range, Brian must

make use of the four Spirits (magics) at his disposal; Fire, Wind, Earth and Water. Each of these magics has a number of variations as they became powered-up. The magics can also be used in combination(s) to create more powerful attacks against some of the bigger enemies. It is also possible to power-up a spell in battle, by repeatedly tapping the spell button. In

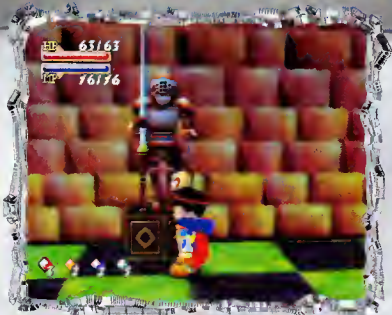


addition, there are a number of health and power-up items that can be found through talking to city inhabitants, and by collecting them in the country. The game leans a little too heavily on the combat aspect — there are times when it seems like you can't move 50' down the road without engaging





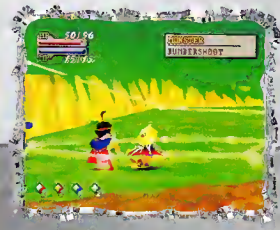
# JUDGEMENT 64



in yet another battle but, again, this is nothing new to a fantasy RPG.

## GRAPHICS

Quest 64's graphic engine is, arguably, the most impressive port of the game package. The game looks to make use of a variation of the real-time engine found in Mario 64. The game environments are colorful and detailed and, by holding down the B button (both standing still and while moving), the player



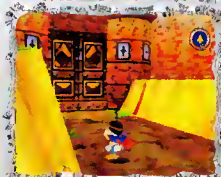
can keep the camera fixed behind Brian. There are also two different height adjustments that can be made via the left shoulder pad button. The animation on Brian's character and the city folk is well-done, off-setting the so-so animation found in enemies and magic attacks, and the game environments move through your field of view at a constant 30 frames per second.

## SOUND

Quest 64's soundtrack does a real good job of not getting in the way of the game. There is no voice (all communication is through thought bubbles) and no intro. To speak of — but the music has a very pastoral feel to it without being repetitive — a perfect complement to the theme, mood and setting of the game.

## CONCEPT

Quest 64 breaks no new ground within the RPG realm. While we would have liked to see T\*HQ get a jump on Zelda and provide a little more real-time action, the depth and storyline is right up the







proverbial alley when it comes to N64 ownership and what we like to play. Being the first out of the gate doesn't hurt either. The storyline won't win on academy award, but it isn't going to offend anyone. Given the point we currently find ourselves at, in terms of the hardware's existence and the quality of first and second generation software, this is not the most important grading category. Yes, the gameplay in Quest 64 has been done before and offers no new surprises. But, seeing it in a rich 3D environment for the first time on a Nintendo system makes it all seem new again.

### SHELF LIFE

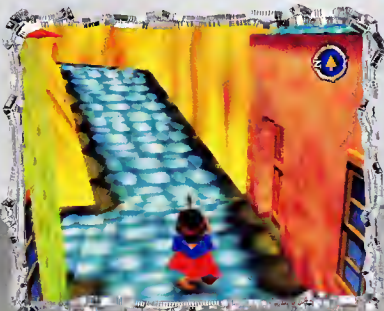
With seven different cities to find and a vast countryside that includes forests and seacoast villages, and 100 different villagers and enemies, Quest 64 will give the average RPG aficionado a number of hours of play time. With the overwhelming abundance of short-lived racing games on the N64, it is a refreshing change of pace to actually have a game with



some inherent long-term play value. Quest 64 will keep you playing well into the next wave of software this fall.

### CONCLUSION

While Quest 64 could hardly be considered revolutionary, it is a good looking, solid RPG that is an oasis for N64 gamers that have been stranded in the desert — while PSX owners have been enjoying Final Fantasy 7, Wild Arms and the like. With the usual trickle of software this time of year exacerbated by the even more onerous number of N64 titles that have shipped to date, Quest 64 will fly off at retail shelves. It also deserves a place in your personal library — get your name on that waiting list!



THE 64 SCORE				
GAMEPLAY	GRAPHICS	SOUND	CONCEPT	SHELF LIFE
7	8	8	7	8
OVERALL SCORE	0 1 2 3 4 5 6 7 8 9 10			

# JUDGEMENT 64

ACCLAIM'S

## FORSAKEN



### FAST AND GOOD LOOKIN'



Acclaim and developer Probe have one hit on their hands already for the Nintendo 64, *Extreme G*. That title has done so well that *Extreme G2* will be coming out later this year! Now, it's time for some space shooting, single or multi-player, first person action with their newest creation, *Forsaken*. This title is already out for the PC and PlayStation, and has received strong reviews in almost every mag. The storyline wastes absolutely no time in setting up the action: in the grim future, an atomic experiment has gone ko-bloody — sound effect approximated due to budget constraints — and wiped out just about everyone on Earth, while mysteriously leaving most of the structures (and their security systems)



intact. One year later, sixteen of the galaxy's most notorious criminals converge on the condemned third rock from the Sun to take on the planet's robotic defenses and loot its riches: precious metals, advanced technology, and the lost three remaining copies of the Titanic soundtrack. Among the motley crew are Beard, "o head-bongin' hord mother"; Nubio, whose attitude is such that "o meoner bitch you'd be hord pressed to find"; and L.A. Joy, "whose over-the-top attitude is matched only by the brightness of his shirt."

#### GAMEPLAY

Cruising through the wreckage of Earth on the back of your anti-grav cycle, you quickly learn the two basic rules of survival. Keep moving and keep shooting. Constantly under fire from airborne fighters, ground tanks and fixed loser







turrets, Forsaken does not allow you to stand still. Even when you think you have cleared out an area, picking up a key or power-up will cause two or three aircraft to materialize right behind you. Once you finally realize that the designers are not going to give you anything for free, you can anticipate the attack and attempt to jump on the enemy as they materialize. While their appearances may become predictable, the enemy AI in Forsaken can be downright evil. Flying Laz Bots and Airmobils will bab and weave around your Pulsor blasts as they pound your



shields into oblivion. Keep on blazing away at them and eventually you will be rewarded with a stunning multi-colored blast as they are atomized and spew forth their precious power-ups. Although at times frustrating, Forsaken never becomes tedious. This is largely due to the fact that each level offers a unique new landscape that keeps you moving and exploring. Just when you think you have seen everything and solved every puzzle, something new happens. A rival bounty hunter may explode onto the scene or you find yourself standing toe-to-toe with the bizarre Exogenan



Spider. There are enough surprises to keep you hunched over your TV to the very end. As for as multi-player gameplay is concerned, Forsaken does a solid job of keeping everybody involved. Each level will find plenty of power-ups to go around, and sometimes the race for the Trojox cannon is almost as good as shooting each other to bits. Two player mode is done horizontally, and



# JUDGEMENT 64



the four player split-screen plays quick and is also very easy on the eyes. With four players plugged in, one of our favorite things to do is to dub one player "it", and then see how long they can survive before being blown into a gajillion pieces. Of course, poring up os teams is also quite refreshing, and really makes for some heated exchanges!

## GRAPHICS

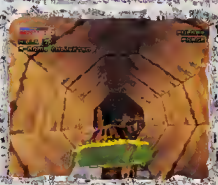
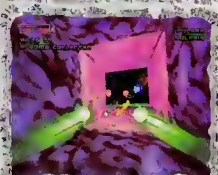
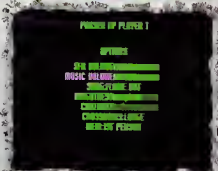
It is quite obvious from the first



moment that you see Forsaken that the programmers were out to create the most graphically impressive game they could. The result is an engine that renders the tight, twisting corridors of the game at a silky-smooth frame rate, while giving the player enough graphic flash to blind even the most jaded 3D junky. As the darkened tunnels became lit by your Pulsar cannon, you'll see real-time colored lighting changes as each bolt streaks towards its target. Not content with a single lighting effect, each weapon has been given its own distinctive graphic signature. Charge and release the Trojax cannon and you will be rewarded with a spinning, blue vortex which will vaporize even the most stubborn enemy. Mug and Soloris missiles each have their own distinct look and multi-colored exhaust trail. And every enemy goes out in a blaze of Technicolor glory.

## SOUND

The techno music in Forsaken is easily the best we've heard for the N64, and each level has its own "theme" dance arrangement. Sometimes, a couple of the songs get repetitive, but that can be dealt with by simply







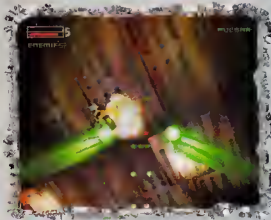
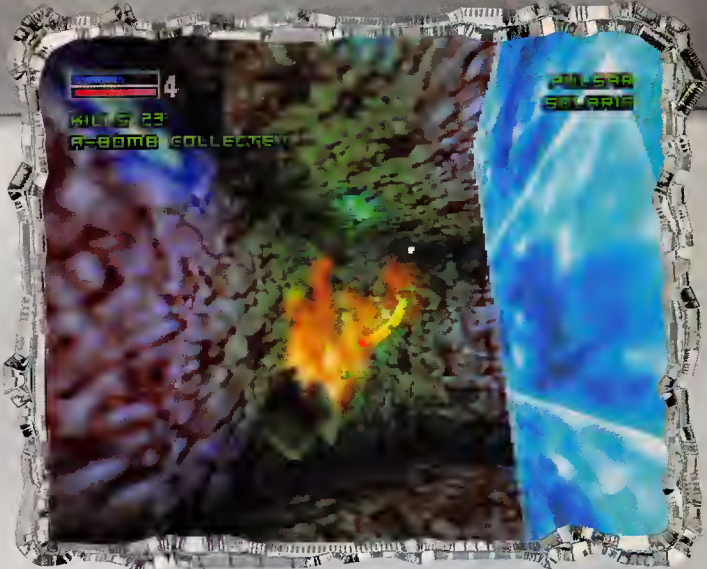
getting through the level quickest. As for the explosions, each one is meaty and distinctive, and gives you an even greater feeling of destruction. Oh, yeah, the gal that does the voice-ins has a pleasantly sultry tone, and that's always a good thing. All-in-all, Farsaken is easily in the top five Nintendo 64 games for music quality.

### CONCEPT

Although this style of game has been tried and tried again, Acclaim has done a nice job of giving Farsaken its own identity, and that can be attributed to the level designs and weapons choices, along with slight story line. No one can argue about the lack of originality but, for our tastes, it's a heck of a lot better than another very mediocre action / platform game or sports title.

### SHELF LIFE

Farsaken will take a long time for most gamers to beat, and for same, they may never see the ending! Adding to the increased long term replay value is the fact that up to four can play at once, making Farsaken a title that will



force friends to battle it out much like they did with Quake — only with anti-grav vehicles.

### CONCLUSION

While owing a lot of inspiration to Descent, Farsaken stands on its own technical merit. The level designs are nicely varied and great fun to explore, the various weapons are great fun to watch, and the enemies are very bright and pleasantly difficult to kill, even on the lowest of the four difficulty levels. With its combination of speed, graphical excellence and frustratingly addictive gameplay, Farsaken is the answer for gamers that want a great first person shooter.



THE 64 SCORE				
GAMEPLAY	GRAPHICS	SOUND	CONCEPT	SHELF LIFE
8	8	8	7	9
OVERALL SCORE	0 1 2 3 4 5 6 7 8 9 10			

# JUDGEMENT 64

MIDWAY'S

## MORTAL KOMBAT 4

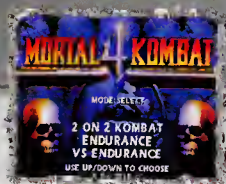
### THE OLD IS NEW AGAIN



If there is one thing that the N64 is lacking, it's obviously good fighting games. Now it's Midway's turn to take yet another crack at gaining recognition as a great source for N64 fighting fun: Enter Mortal Kombat 4. For some strange reason it seems as if companies are bringing out sub-par quality arcade games to simply promote hype for a home version conversion that will obviously do better. Well, if this is in fact true, then odd Midway to the list. MK4 is nearly identical to its arcade counterpart in all aspects with a few odd "home version only" specials. This may sound like a good deal at first, but let's review shall we?

#### GAMEPLAY

The question on everyone's mind... "so how does it play?". Well, surprisingly it plays like... like... well like MK. That's right, if you are



familiar with the previous Mortal Kombat versions, you will be right at home with MK4 on your N64. For those who aren't down with the OG (that's "original gongstoh" to you newbies) MK games, here's what to expect.

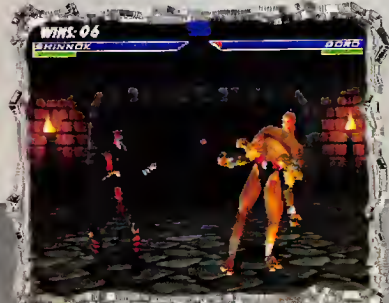
First of all, MK 4 is played via 6-button layout. It has high and low punch buttons, high and low kick buttons, a block button, and a run button. In the arcade, the button layout was much more user friendly than say, on N64 controller, but with a little bit of practice you will overcome it in no time. The object of the game is to manipulate the controls in such a manner, that you perform some kickin' maneuvers, therefore destroying your opponent (like Ric Flair USED to do). If you manage to beat down your opponent, you get an opportunity to inflict some serious death with a "fatality", which kills your opponent in a convincing manner. Immediately available to choose from are 15 different characters, each with their own move sets, and fatalities with which to trounce your opponent. Also within the







game are hidden characters, which only become available after certain requirements have been fulfilled. In addition to the basic arcade mode, MK4 is loaded with alternate options such as: 2 on 2 Kombat, which is like Arcade mode, except each player picks 2 combatants; Endurance, where you see how many wins you can rack up against computer controlled opponents; VS Endurance, where two players go at it having to play each character; Ultimate Endurance, which is much like Endurance except the computer controlled characters are much more challenging; Team, where you can pit your re-sizable team of combatants against a human or computer team; Tournament, classic 4/8 player battle where you get to go head to head



with a bunch of human or cpu opponents; and finally, Practice! Practice mode is arguably the most enjoyable gameplay aspect of MK4. It's perfect for when all of your friends seem "busy" after you invite them over for some MK. Get nutty, find some combos, then head back to Arcade mode to utilize your new found expertise. The characters selectable in MK4 64 are typical of what one would normally suspect from on MK game. There's a couple ninjas, some American heroes, a few really evil and sick individuals, and of course... the high gods of all realms. All the characters have a very similar array of "normals" or "basic moves", and each character has some preset "link"



combinations which can launch your opponent into the air and leave you with a combo opportunity. Fortunately for a beginner, the "link" to juggle maneuvers are the same, which makes it very helpful for someone that wants to learn a new character quickly. Each of the character's individual fatalities are uniquely graphic in their own way, with only a few showing obvious graphic swaps. As with every MK game, if not every fighting game, certain characters have on incredible



# JUDGEMENT 64



advantage over their rivals because of their highly useful array of special moves. This makes certain characters very popular because of their highly damaging combos and ease of use, while other characters end up collecting dust. Then again, since balance has never been a factor in the MK series, old-school veterans most likely won't have a problem, and newbies won't even recognize it. A new feature added to MK4 arcade, and now available for N64 play, is weapon fighting. Each character has the option to pull out a weapon and use it to his/her advantage. Not only can you use different strikes and



attacks with each special weapon, you can hurl them at your opponent when it doesn't seem to be helping out. Also, in certain stages there are racks lying about for your throwing pleasure. An unguarded rock attack can cause some mean damage and they are especially good for pressure attacks. Also returning to MK play is the ever-popular Kombat Kode system. After selecting your character for a human/human match, and before the round starts, you can input codes on the VS screen which can alter gameplay. Some of the codes simply change the background to a preferred stage, but others actually make weapons rain from the sky, turn off the "Maximum Damage" combo limit, and one even gives both characters an unlimited run meter. The Kombat Kodes are a great way to add excitement to an otherwise monotonous sweep/throw fest.

## GRAPHICS

The graphics of MK4 64 are decent. Na, let's take that back. The graphics of MK4 are actually pretty good. Of course, the N64 is no Zeus (which the arcade MK4 is running on), but the programmers at Midway have done an excellent job of porting over the look and feel of MK4 Arcade. Aside from some choppieness during certain fatalities, the game appears to have less breakup in textures than the actual arcade version did. Character animation is as-so, but that's



OPTIONS  
CONFIGURE CONTROLLER 1  
CONFIGURE CONTROLLER 2  
DIFFICULTY: MEDIUM  
ROUNDS TO WIN: 2  
CONTINUES: 3  
VS SCREEN ENABLED  
RUMBLE JACK ENABLED  
BLOOD ENABLED  
FATALITIES ENABLED  
EFFECTS VOLUME 100%  
MUSIC VOLUME 100%







how it is in the arcade. Overall, the graphics are well done and only odd to the "aura" of the MK universe.

## SOUND

Perhaps the single most newsworthy feature of MK4 is the sound. The music is dark, gothic, eerie... basically everything you could ask for in a setting such as MK4. For each stage, the music seemed to fit right in with the general "feel" of the level, therefore making the experience more genuine. The sound effects were also better than we had initially expected. Solid hits connecting sound impressively harmful, and for the most part, special move effects fit with each of their on-screen counterparts. Altogether the audio in MK4 64 is definitely one of its best features.

## CONCEPT

Frankly speaking, MK4 is an old dog with a new trick or two... none of which are actually overwhelming. It features the same monotonous gameplay that we have seen in the 1000 or so other versions of MK (yes we're exag-gerating... there were only 487 different incarnations of MK) and nothing has significantly changed the way the game is played. Perhaps Midway should try something totally off the wall when they come out with MK 5.



## SHELF LIFE

By MK standards, Mortal Kombat 4 64 is a fine conversion. With 15 characters immediately available, and a bunch of extra secrets and codes, MK fans won't be disappointed with all the variables this game holds. We especially enjoyed the practice mode, something which previous MK conversions lacked. The only problem is the fact that the MK series has always been missing that certain "depth" which propels its competition (Tekken, VF, SF) to immortality and inevitably longer replay.

## CONCLUSION

For diehard fighting game purists, MK4 is nothing more than a very good conversion of an average fighting game. Certainly, there are some features that gamers will want to check out, but you may want to rent MK 4 first.



THE 64 SCORE											
GAMEPLAY	GRAPHICS	SOUND	CONCEPT	SHELF LIFE							
5	7	8	4	6							
OVERALL SCORE	0	1	2	3	4	5	6	7	8	9	10

# JUDGEMENT 64

ACCLAIM'S

## ALL STAR BASEBALL 99



### ACCLAIM HITS A 3-RUN HOMER



Acclaim Entertainment, and their Texas based development house tour-de-force, Iguona, have created a remarkably striking and well thought out game of baseball titled "All Star Baseball 99". Last year, Iguona brought us Turok and NFL QB Club 98, two of the biggest reasons to have a Nintendo 64, and now they've given baseball fans something to cheer about.

#### GAMEPLAY

All sports games live and die by how successfully a gamer can control the on screen action and, to be fair, baseball ranks at the top of the list when it comes down to the number of things that can go wrong. There's the pitcher/batter duel to contend with, and the possibility of another three guys on base to control, simultaneously or individually. There are pop ups, grounders, line drives,

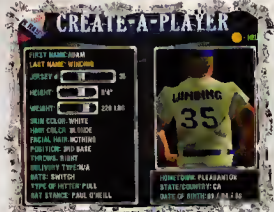


fence climbing, shoe string catches, bare handed scoops, double plays, triple plays, tog ups, sacrifices, bunts, pitch outs, stolen bases, infield fly rules, pick offs, squeeze plays, shots into the gap, foul balls, wild pitches, errors, and a million more things that could be dumped onto the pile that is GAMEPLAY. Basketball isn't this complicated, nor is football. And hockey? Not even close. It

is this attention to detail that makes baseball fans so crazy about their sport, and it is this detail that we pay such close attention to, because we at Q64 are diehard baseball fans, too. Ok, so cut to the chase, right? You bet, and here's what we've got with All Star Baseball 99; a mixed bag of nuts. The gameplay is terrific in some areas and falls a bit short in others. For instance, getting to most routine grounders is a pretty simple task in ASB, and making the throw to the correct base (via the yellow buttons) is straightforward. But somewhere between the really easy grounder and the impossible line drive is the grounder that confuses your players and makes you



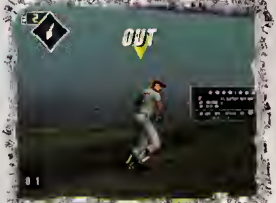




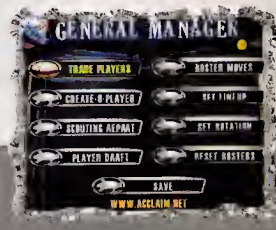
think any guy will get it, but the other guy is the one that's activated. Now, the R trigger can switch to the closest player to the ball, but with all the buttons being so close on the controller, it's pretty awkward to have to do quickly and, if you're like most of us, you won't be able to react quickly enough. So, there will be some base hits that should have been outs. In the outfield, you don't run into this problem, as the computer almost always picks the closest guy, and there's generally enough time to get to the balls that you should be able to get to! All in all, fielding is above average, but is one of the areas that could be improved on for next year. Now, as far as hitting is concerned, ASB uses the cursor method, which means you line up your hitting



icon with the pitching icon (if activated, and we do recommend it for one player games) or the ball itself, and then press the A button to swing. You'll need a bit of practice before you can judge the different breaks of the curve balls, the sliders, the sinkers — basically everything but a fastball. Even far the veteran gamers in our office, there was a little bit of a learning curve to figure out the pitches. If you want to swing for power, which will reduce the size of your cursor, you simply press the B button once. Tap the B button again and it will change the cursor back to contact size. Once you get the hang of it, the hitting mechanism feels very comfortable. The animations in ASB are not one of the stronger areas in the game, as



there are several noticeable frames missing when throwing and swinging. In fact, the chopiness of the swings is underwhelming, like "what kind of swing is that?". On the plus side, some of the animations that are in the game are shown off nicely, like close shovel tosses to the first baseman, and full diving catches that take away extra-base hits. Also, the movement of the ball is enjoyable, and Iguana even put a little flare, or tail, on the end of the ball when it is hit.



# JUDGEMENT 64



these screen shots since you first picked up the mag, right? Of course we're right. Next to QB Club 98 and International Superstar Soccer, there is not a game on the system (as of now) that can hold a candle to the graphics that are on display in All Star Baseball 99. The grass is a deep, rich green, the stadiums are beautifully rendered in 100% 3D, and the polygonal characters are as smooth as a Georgia peach. The player faces all have noticeable textures on them, and the detail on the uniforms is exacting. And, best yet, your name gets put on the back of your jersey when you create yourself in the create a player menu! To best see and feel ASB requires the following settings—Batting Camera: Zoom, and Action Camera: Low. This will put you right on the field, closer than you've ever experienced a video baseball game, and it doesn't sacrifice the gameplay! We could go on and on about the graphics and camera angles, but, in this case, a screen shot is worth a thousand words.

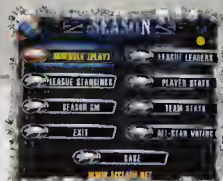
## SOUND

Generally speaking, this is the department that kills most Nintendo games, when compared to that "other" system out there. But, we need to give a bit of credit here because ASB not only has a play-by-play guy, there's also a touch of color commentary thrown into the mix. Now, granted, these guys don't

A typical game will last almost an hour, so don't think that this is an arcade type of baseball game. It does have an arcade option, but that just means there are a lot more home runs. One of the best gameplay features is that of guessing which pitch the computer (or your friend) will throw. Simply press the matching C (yellow) button and your cursor will expand about 20%. Guess wrong, and it decreases. This is a great idea, and really adds to the pitcher/batter interface.

## GRAPHICS

Now, admit it, you've been drooling over







ramble on and on, but you do get the "Bear Necessities", and even some insightful stuff. In particular, we can recall quite a few instances of forgetting to take the pitcher out before he got exhausted, and we would hear the color guy say something like, "Boy, that pitcher doesn't seem to have it anymore". And sure enough, we'd look up at the status bar, and he would be just about an empty!

### CONCEPT

There's certainly some credit to be given for All Star Baseball 99 being the only baseball title in hi-res mode. There's simply nothing else out on the market like it. And should we just shrug our collective shoulders and say, "Ah, it's just another sports game", keep in mind that this does represent the first wave of what will most likely be a very long list of baseball titles (heck, there were more than thirty different baseball games available for the SNES), and the fact that it looks as good as what we'll see three years from now should be rewarded.

### SHELF LIFE

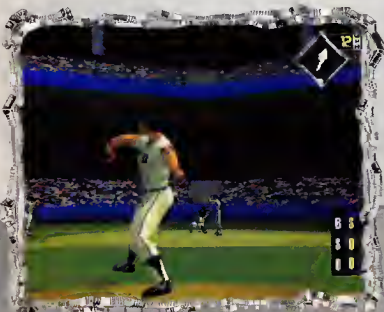
Iguona did a real nice job of cramming tons of stats and options into All Star Baseball, so this game should last you as long as a real baseball season. Between the Home Run Derby, the Create



o Player selections, the General Manager made, the Draft, Free Agents, and customizable season lengths, there are enough choices to keep you busy all summer long. And that's a good thing!

### CONCLUSION

All Star Baseball 99 is almost as flawed as it is equally impressive. Fortunately, most gamers won't notice the title's shortcomings as much as they'll appreciate the overall package. It's hard to spend too much time lamenting AI misgivings and missing frames of animation when there is as much else in the game. So, because of the deep stats, the workman-like gameplay, the amazing graphics, and the out-of-this-world camera angles, All Star Baseball 99 gets our Editor's Seal of Approval. Much like Acclaim and Iguona's NFL QB Club 98, there's certainly room for improvement in the next edition, but there's nothing better in baseball land, so we'll keep playing this game until next summer.



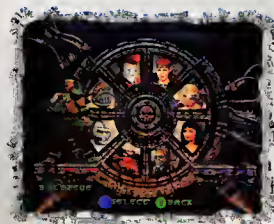
THE 64 SCORE											
GAMEPLAY	GRAPHICS	SOUND	CONCEPT	SHELF LIFE							
6	9	8	8	8							
OVERALL SCORE	0	1	2	3	4	5	6	7	8	9	10

# JUDGEMENT 64

MIDWAY'S

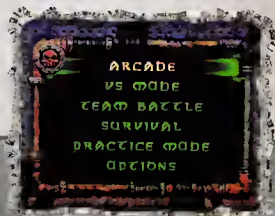
## BIO FREAKS

### FREAKY FREAKS... FREAKIN'



#### GAMEPLAY

The single most important category of all fighting games... gameplay. If there is one category that Bio FREAKS comes up a tad short in, this is it. With poor controllability and even worse movement to compliment the controls, we often were left wondering if we were ever going to get anything accomplished. Of course, we did, and here's the breakdown. Bio FREAKS controls are very straightforward. Left Punch, Right Punch, Left Kick, and Right Kick are your primary attack options. Also included is a fire button, for using your arm-mounted weapon, and a thrust button for shooting up into the air. The wing buttons are used for dodging on the ground, and for hovering sideways while airborne. Double tapping forward on the controller makes your character quickly lunge at an opponent, which is perfect for gaining the advantage after a knockdown. By performing special controller and button combinations, you can make your character do some pretty potent attacks

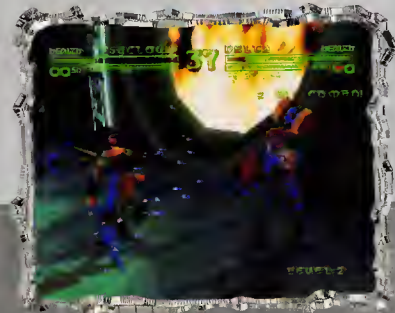






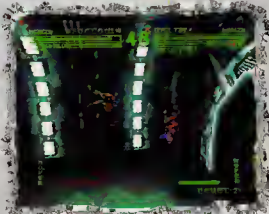
and maneuvers. In addition to special moves, each character has a few button link combinations moves that are performed by pressing a predetermined order of punch/kick buttons of the right intervals.

There are 8 bizarre characters to choose from when you start up Bio FREAKS, each with a large variety of special moves and attacks. Like most fighting games these days, there are also a number of gameplay modes. Arcade mode is basic 1-on-1 fighting against a human or CPU opponent. VS mode is 1-on-1 competition which also keeps track of wins and losses. Team Battle lets you select a team of characters and put them up against a random opposing CPU or human team. Survival



mode is for proving your endurance against a never-ending series of CPU opponent battles. Of course, we can't forget Practice mode, which lets you hone your combos and strategies against a

CPU punching bag. Once we got into a real battle, we immediately started fooling around with dashes and sidesteps and realized that you cannot walk back and dodge simultaneously. At first this doesn't seem like a big deal, but when you back dash to avoid a strike attack, then your opponent fires their weapon, you often find yourself confined to the back dash with no hope of moving laterally. Next, we tried to figure out a way to hover, strafe, and dash, all while trying to input commands to perform on aerial



attack. Unfortunately, the meager control interface wouldn't allow for such complex tactics, therefore harming the replay value. Also, due to the semi-lax handling ability of each fighter, it was often hard to land our character back on a platform after going to the air. Many times we found our on screen FREAK falling right into a pit of slime and taking some unnecessary damage. As an added bonus in the options menu, you can turn on the Game Hints



# JUDGEMENT 64



feature for some in game help. With Game Hints activated, you will be presented with playing tips during your battles — a great addition to old beginners. One of the main things that irked us about the options mode was the absence of a "bout number" selection. Usually when you play a fighter at home, you like to have the option to set the rounds on best-of-five or even higher, so matches last longer and allow additional time to learn gameplay tricks and strategies before having to select the character again. Besides that minor deficiency, you can change the timer,



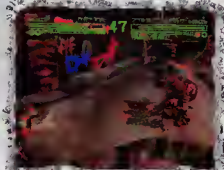
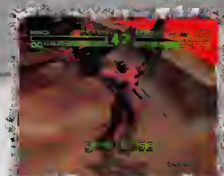
and continues within options mode to better suit your gaming desires. One of the more disturbing (or interesting, depending on how you see it), is the fact that you can slice off a limb or two on your opponent, and they will continue to fight as the blood gushes out. Yum.

## GRAPHICS

The visual package that Bio FREAKS provides was sort of a mixed bag of treats. The first thing we noticed, once we jumped into the game, was that the character animation was a bit "choppy". When dashing around to attack, and especially during flying maneuvers, the character animation was poor and it sometimes left us wondering what the heck was going on. The overall screen graphics and character art and, really, overall look of the game, is rather pleasing. The backgrounds were very creative and the VS screen illustrations showed some cool originality. It's refreshing to see that in times like these, companies can still come up with unique characters for their games, instead of modifying an already played out idea (ie. Ryu clones). However, the characters may be a bit "over-the-top" for a lot of gamers.

## SOUND

The muffled sound effects and overall poor music makes the sound department in Bio FREAKS one of







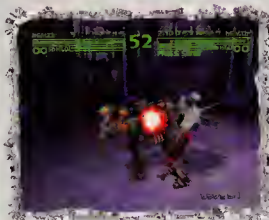
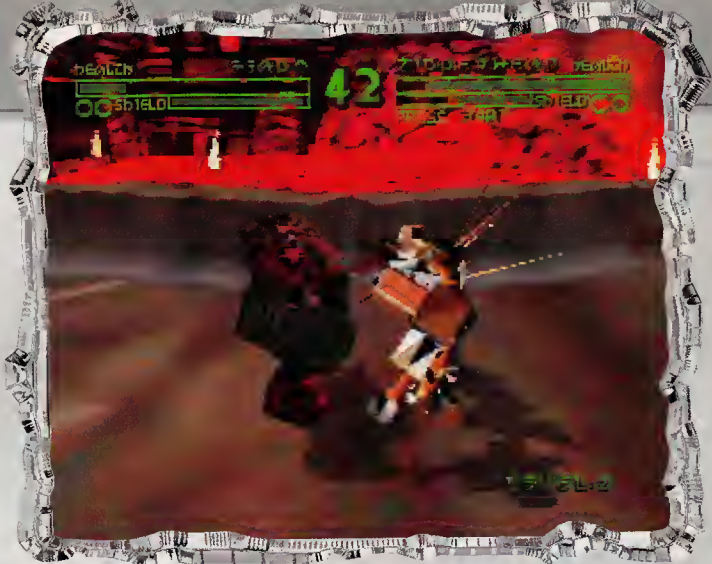
the lower scoring segments. Not only did we not care for the choice of sound effects used for hits and strikes, but the special move effects were downright pathetic. The only audio tidbit we actually enjoyed was when the crowd kicked in after we performed a long button link combination on our opponent. There are some good sound bites when the fighters first come out, but other than that, they don't have a whole lot to say.

### CONCEPT

The Bio FREAKS concept is one of the only reasons this game didn't get a really low overall rating. Sure, the post-apocalyptic America scene/story has played out, but the actual gameplay mechanics and ideas propelling it were very interesting. For some strange reason, this MK4/Cybertroopers (Sega) hybrid grew on me, perhaps due to the fact that it is really the only game of its kind. Altogether, it's a great twist on an otherwise bland genre concerning the N64.

### SHelf LIFE

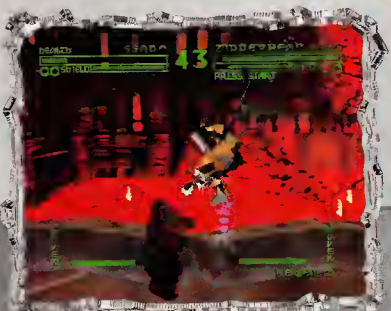
The shelf life on this bad boy is short. Not only does it lack significant gameplay to promote long lasting replay, the poor controls and bad audio/visual might have an adverse effect and drive people away. The



Practice mode is definitely a plus for this category because you could conceivably lose track of time whilst trying out button link combinations and aerial tactics against the computer drone, but that may not be reason enough to spend considerable time (and money) with Bio FREAKS.

### CONCLUSION

Overall, Bio FREAKS is a good idea lacking sufficient support. We very much enjoyed the Bio FREAK world but wish we could have had stronger controls, and more sympathetic characters. To the majority of gamers out there, you'll probably find this title as a disappointing rental, or even worse, a bad purchase. If you're simply looking for a blood-and-guts fighter, you'll probably do better with Midway's MK 4, but if you have to try something new, give Bio FREAKS a rent.



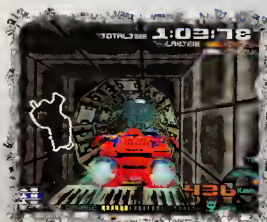
THE 64 SCORE				
GAMEPLAY	GRAPHICS	SOUND	CONCEPT	SHELF LIFE
4	8	4	7	4
OVERALL SCORE	0 1 2 3 4 5 6 7 8 9 10			

# JUDGEMENT 64

ASCII'S

## AEROGAUGE

### BEYOND FAST



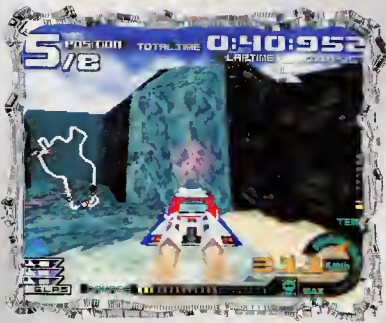
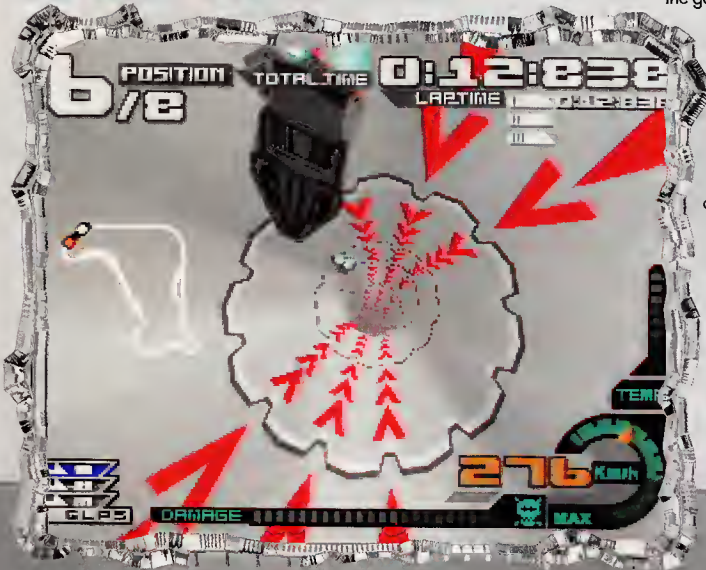
If you thought the new VW Bug was cool, then wait until you see an Aeramachine. Aeramachines take center stage in ASCII's new futuristic racing title, AeraGauge. As we sit and wait for F-Zero X, AeraGauge zooms along and fulfills our need for a futuristic racer as well as any N64 game thus far. Easily the fastest racing game around, AeraGauge will have you on the edge of your seat as you whiz through futuristic landscapes at mind-numbing speeds.

#### GAMEPLAY

Whether you need a reason to race or not, AeraGauge gives you one. Only 65 years into the future, the International Formula Association (IFA) decides to start a new racing series called Sky Step (SS). SS will use Aeramachines, which are governed

by no laws or regulations. Aeramachines are equipped with a bio-reactor that will allow it to fly through the stratosphere at some amazingly fast speeds. The engine and speed are the only things that these futuristic racers have in common, because on the outside they all look radically different. There are five Aeramachines to choose from, with five more that can be earned later in the game. All of these vehicles have a really cool look to them and are detailed with

some pretty nifty logos and the like. Each machine has different strengths and weaknesses that will effect its in-race performance and it will take some time to master each of the different vehicles. The key to unlocking the new Aeramachines is a combination of luck and skill. You have to get 1st place with each Aeramachine (except the Interceptor) in the Grand Prix mode, with the difficulty setting an expert. That's no easy chore and you might just be better off waiting 'til the vehicles actually arrive at the showroom floor in 2063!





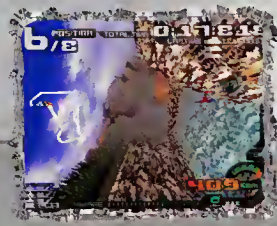


The 5th hidden speed demon is claimed by pure luck, as ending the game with "64" as the last numbers in your time is the way it's done. While actually on the courses, the Aeromachines definitely look cool as they swoop from left to right and cruise up and down through tunnels, banked curves, and a bunch of other crazy stuff. Even the flaps on the side of the machines react to the movements and provide for some really rad looking racing action. With 4 courses to start with and 2 hidden ones, AeroGauge lays down some unique racing environments. The courses range from a straight-up racing circuit oval to a beautifully landscaped ocean track. There are multiple paths and enough

variety in each of the tracks that the racing action takes on as much of a strategic element as we have seen in any N64 racing title. Each track includes a shield re-generator (although there are no weapons in the game), as the Aeromachines accumulate damage by collisions with the other vehicles and walls, but it would be nice to have a machine gun or some kind of future projectile system to unnerve our opponents! Anyway, all of the courses have great detail and consist of some neat-a-cular schemes! The 6 track total doesn't bode too well (no reverse tracks or anything like that), but the multi-paths and variety of the layouts help to eliminate this shortcoming. The water effects look especially nate-



warthy as they are done extremely well and show off some of the advanced features of the N64. The control is top-notch — the Aeromachines respond remarkably quick to the analog stick and go exactly where you steer them. The drift button seems almost worthless with the exception of it being a part of the turbo boost. There are several race options to choose from: Grand Prix, Single Match, Vs., and Time Attack. Once you get into the game,



# JUDGEMENT 64

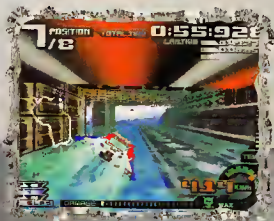
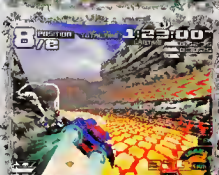


there is a bit of a learning curve. At first, all of the cars were kicking our butts — not much fun. But, as we got a feel for the controls, it got a little easier and we were actually able to manage better than last place! When you decide that you're good enough to advance to the expert level, you will be welcomed by the fastest racing action you have ever seen! You can only play 2 players in Vs. mode and it is just split screen, one-an-one racing. If one of you manages to get a good size lead, the race can get pretty boring. With no weapons and

nothing to stop or throw at the other player, it is pure skill that will determine the winner. The turbo boost start is always a good thing (simply hold acceleration and brake buttons until the announcer is about to say "go," let go of the brake, and your off and hovering). The real challenge comes when it is time for the in-race turbos; definitely one of the more frustrating parts of AeroGauge, but also one of the most rewarding. When you are in the expert mode and you pull off a turbo, you will rocket yourself through, or into, whatever is near. Once it clicks into turbo, you might as well just shut your eyes for a couple of seconds and hope for the best — it's that fast!

## GRAPHICS

The Aeromachines all look really nice, and they have some fine detail and the boosters look awesome. The courses consist of a good blend of colors and are nicely laid out. The signs along the speedways and the water effects are A-1. The fog and pop-up can get really annoying, especially on the China Town level, and especially when racing in expert mode. But, the China Town level is also the most lavishly decorated course with all kinds of neon and bright light and skyscrapers — it can be really impressive, or really lame, depending on how you see it.







## SOUND

Um, there's sound, but it is definitely not "oll tho." It will nat get your blood rushing or your heart pounding. As o matter of fact, it may get kind of annoying. Far some of the courses the sound fits decently and monoges to work out, for others, it doesn't work ot all. The sound effects ore fine, and the Aeromachines sound like Aero-machines, right? And lastly, collisions and bumps sound good ond let you hear whot it is you just did. If any they could have odded some nice techno sounding music, we would all be happy.

## CONCEPT

Certainly not the most original concept, that af o futuristic rocing game. As we onxiously wait far F-Zero X, AeroGauge manoges to take o page right out of the Big N's book. This is rocing 101 — nothing fancy about it. Winning ot AeroGauge will rest an players skills and nat an fancy gadgets. The turbo combo is kind of original ond takes a bit to get used to, but why it couldn't hove just been o single button, we will never know.

## SHELF LIFE

It will definitely take a couple weeks to get the knack of the game and get the hidden secrets. But, ance that is



accomplished, there is not much mare to the game. With a total af 6 courses and 10 vehicles, it might end up collecting dust rather quickly. But, whenever you get o honkerin' far some super fast rocing, AeroGauge may be the first game you think of.

## CONCLUSION

Racing fons and thase of you really waiting far F-Zero X will want to take o look ot AeroGauge. The sheer speeds that the Aeromachines can obtain will leave you breathless. It is definitely o blast to be able to reach dazzling speeds and even more fun when you're using some af the more awkward looking Aeromachines. And, as o bonus, this game can really make you feel good about your videa gaming skills, as finishing in first is o true accomplishment!



THE 64 SCOPE											
GAMEPLAY	GRAPHICS	SOUND	CONCEPT	SHELF LIFE							
9	8	6	6	6							
OVERALL SCORE	0	1	2	3	4	5	6	7	8	9	10

# JUDGEMENT 64

GT INTERACTIVE'S

## MIKE PIAZZA'S STRIKE ZONE

### CONSIDER IT "DIET BASEBALL"

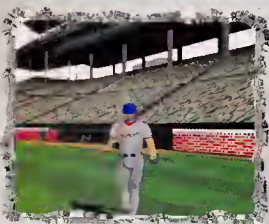
After almost two years of waiting, the first baseball titles for the Nintendo 64 are beginning to trickle in. Nintendo, Acclaim and GT Interactive all have officially licensed baseball products coming out in late Spring, and early Summer. The odds-on favorite of this early stage has got to be Acclaim's All Star Baseball 99. Let's face it, GT Interactive (Duke Nukem, Hexen) isn't exactly known for their sports titles. In fact, Strike Zone is their first offering. Strategically, it seems GT has decided to let Nintendo and Acclaim go head-to-head in terms of style and content, while moving Strike Zone in on entirely different direction. Strike Zone is unquestionably an arcade style baseball game — there are no sim elements to be found anywhere, although the game has both on arcade and simulation mode (player trades and drafts, etc.). If you've been playing games for awhile,

it will sort of remind you of the Baseball Simulator series for the Super Nintendo.

#### GAMEPLAY

Strike Zone has all the game design elements expected in a baseball game today; single game, full season, the obligatory home run derby, World Series, All Star game and MLB and MLBPA licenses.

Like any other baseball game, the gameplay can be broken down into two categories, hitting and fielding. While it sounds pretty straightforward, they are inevitably what makes or breaks a baseball game. After all, no other sport has so many intricacies in the two main elements. What kind of pitch to throw, should you go off field, or try to pull the ball, what about dragging or bunt down the third base line, or how about the whole righty vs. lefty thing? It should come as no surprise that very few baseball games in the history of electronic entertainment have had the right recipe for the perfect baseball game. Baseball is, without question, the most difficult

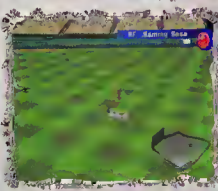
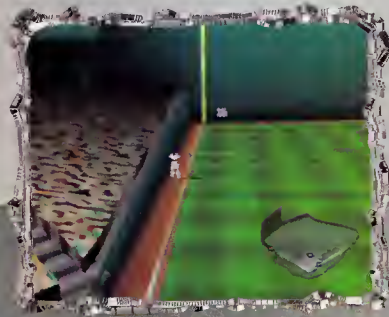






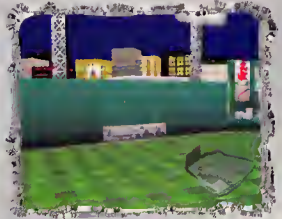
sporting event to simulate. So, how does Strike Zone rate you ask? The answer, depends on what you're looking for.

The hitting mechanism is very straight forward, with a very typical arcade quality to it. You can't move the batter in or out of the batter's box and you have very little flexibility in the control of your swing. You either hit far power or you don't; with the added option of bunting. Timing is a critical factor in Strike Zone, as the pitches only seem to have two speeds; lightening fast, or agonizingly slow. Most of the time, you'll find yourself ahead of the pitch, or hopelessly behind it. To really succeed, you pretty much have to assume that every pitch is a fastball and swing as soon as the pitcher leaves his wind



up — definitely not the best batter interface out there. Pitching and fielding is where Strike Zone comes alive, however.

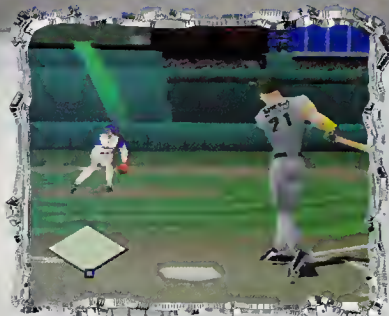
Each pitcher has a variety of pitches to choose from, based on his own particular talents; you control the speed and location. Once the ball is put into play, the camera immediately adjusts to the ball and signals which player has been activated to track it down. If it's a fly ball, a little target appears on the spot where the ball will land, indicating where you need to be. If it's a grounder, you need to make the judgment yourself and also decide which infielder is going to take it. Once you have the ball, you can use the conveniently diamond shaped "C" buttons to control your throw, or you



can use the A button and the appropriate direction. The pace of the fielding is incredibly fast and makes the game very challenging. It's easily the best part of Strike Zone. The only flaw to be found is that, on balls hit between fielders, you can't see which player the computer activated and often end up running in the wrong direction unless, of course, you guessed correctly. Also, you can move the fielders with either the d-pad or the Analog stick. The AI is spatty at



# JUDGEMENT 64



is the best port of Strike Zone.

## GRAPHICS

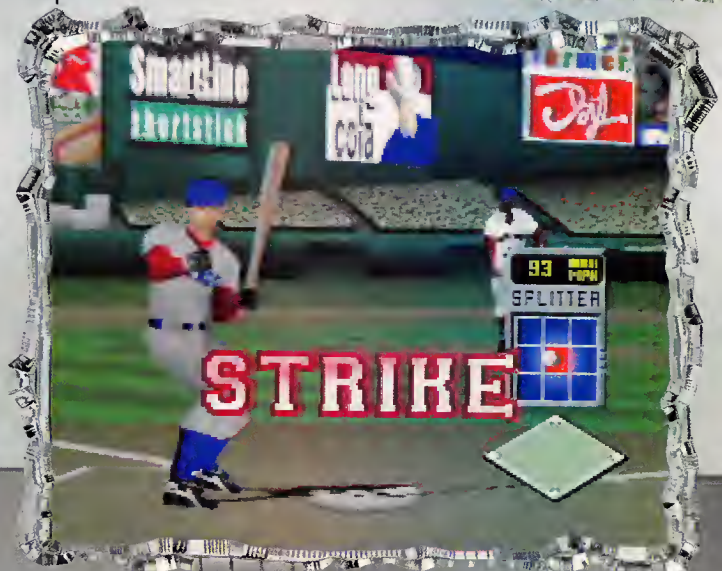
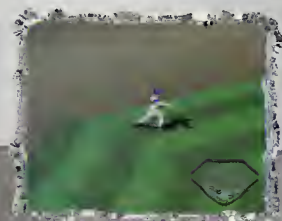
The graphics are the first thing everyone will notice about Strike Zone, and that's not a good thing. Strike Zone uses polygon players in a 3D environment with multiple frames of animation, but it's all down hill from there. All of the players pretty much look the same, with very few individual textures, as do the less recognizable stadiums. The infield grass looks like one big green smear and the people in the stands are just a bunch of colored dots. You just don't get that feeling of actually being there. Compared to All Star Baseball, Strike Zone looks very tired. On a positive note, however, the camera is right on top of the ball from the minute it leaves the bat, and does a smooth job of transitioning from base to base. Once the ball is thrown back into the infield, the camera goes behind it, making a true TV style presentation. The downside, however, is that you can't change it; you get what you get and you don't throw a fit!

## SOUND

When you talk about sound in a baseball game, what you're really talking about is the play-by-play announcing. In this area, Strike Zone is overage, of best. You get the obligatory strike count, with some



times, as well. On numerous occasions, foul balls would be called home runs and runners would be thrown out at first from left field. Our favorite glitch is the infield fly rule; on many occasions, with two out and runners on 1st and 2nd, the computer would hit on infield pop up and then call the infield fly rule and the side would be retired. Note to the programmers, the infield fly rule only goes into effect when there's less than two outs! Additionally, the computer will not make an error; 62 games into the season, this has yet to happen. All these minor complaints aside, the gameplay







situational comments as well: "he blew it by him". Of course, this came on a 78 mph slider, but the variety is nice. The other thing you'll notice, is that the crowd seems to be in a constant state of frenzy, no matter what's happening in the game. Oh, and one last comment about sound. You can forget about the quaint little organ tunes you'd normally find at a baseball game; Strike Zone uses an amazing selection of alternative rock tunes. Again, when stacked up against Acclaim's game, the sound f/x in Piazza provide little competition.



## CONCEPT

The concept of Strike Zone is a little more complex than you might think. GT Interactive made a conscience decision to make this game a little different than rest of the pack. As we said before, this is very much an arcade style baseball game; from the "glow puck" baseball trail to the rapid pace of the games, you were meant to have fun with this game. A true rendition of the grand old game was left for the other guys.

## SHELF LIFE

Games with unique qualities generally have a longer than average shelf life. The problem with Strike Zone, however, is that it may not be given enough of a chance to experience those qualities.



You can't judge this book by its cover, you have to experience it to truly appreciate the unique qualities Strike Zone brings to the table. If you approach this game the right way, you'll play it a little longer.

## CONCLUSION

With its good play mechanics and decent camera work, Mike Piazza's Strike Zone is a solid entry into the Nintendo 64 sports arena. Even though there is just as much to complain about as there is to be happy about, after playing the game, you generally come away satisfied. Strike Zone won't turn the Nintendo 64 sports genre on its ear, but it won't set it back a generation like some of the current basketball and hockey titles have. If you're looking for a nice break from the standard baseball games, Strike Zone won't disappoint. If, however, you're looking for a true baseball sim, you will want to check out Acclaim's All Star Baseball 99.



THE 64 SCORE				
GAMEPLAY	GRAPHICS	SOUND	CONCEPT	SHELF LIFE
6	5	5	6	7
OVERALL SCORE	0 1 2 3 4 5 6 7 8 9 10			

# JUDGEMENT 64

MIDWAY'S

## CHOPPER ATTACK

### ATTACK OF MEDIOCRITY IS MORE LIKE IT

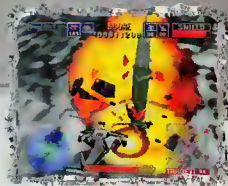


Besides Acclaim, Midway is the one other company that seems to be constantly churning out Nintendo 64 product. Chopper Attack, their latest acquisition from abroad, was originally released for the N64 last year in Japan by Seta (the Japanese title was "Wild Choppers" — far those of you who are keeping track). Midway, seeing a golden opportunity to add to their ever-increasing N64 library, snapped up the US distribution rights and is delivering a somewhat improved and localized version for the States.

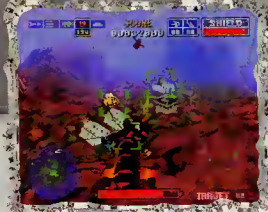
#### GAMEPLAY

Chopper Attack straps you into the cockpit of a number of attack helicopters, each with varying speed, maneuvering, and armor attributes. There are a total of eight choppers from which to choose at the start, and each

one comes with its own politically-correct pilot. While it's certainly nice to have a large selection of crafts, once you've chosen your 'capter and enter the game, you must play through the whole thing with the same one. Why not have the ability to pick another if you die or in between missions? Moving right along, it's on to the mission-briefing screen where a poorly animated polygon colonel tries to pump you up with such weird and witty phrases like "yaahh" or "you're a wild man" and the always favorite "wanna party tonight?" Is this supposed to be an attempt at male bonding or is he trying to lure you back to his barracks? — policy dictates, don't ask don't tell. From the mission briefing, you are then shown a brief map-screen which offers heads-up information of the varied terrain you will encounter, as well some limited target data. Then, it's on to the weapon select screen where you use your allotted funds to purchase from a variety of heavy artillery. The amount you can carry is dependent on the chopper you







choose and how much money you have to spend. The selectable weapons vary from cluster bombs, to missile decoys, to air and ground missiles. It's always smart to study the mission briefing before purchasing your weapons, as some missions find you taking out multiple ground targets while others are strictly airborne. Now, it's time to hop into the game. The gist of it all is to basically destroy everything you possibly can for lots of cash (which is randomly hidden inside various buildings) while completing your mission objectives. These usually comprise of finding and freeing hostages, taking out miscellaneous military installations and weaponry, fighting bosses, and causing mass destruction at



will. Of course, there's plenty of opposition to worry about. Each level throws a mélange of deadly aircraft, tanks, ground artillery and infantry soldiers at you, in an effort to bring down your chopper in a burning mess of flames and debris. While it's more than possible to complete your missions without going after the secondary targets and enemies, it's much smarter to take out as many as you can. If you don't, two things happen: one, the remaining enemy survivors will collectively carry over to the next level — thus increasing the difficulty and, two, you will have less cash with which to buy the necessary ammo to get you through the next level, copish? Also found throughout each level, hidden inside



buildings and what-not, are power-ups and fuel. The power-ups will increase your standard pea-shooter up to three times its normal strength, the fuel gives you more, uh fuel. A brief note on the power-ups, cash and fuel — once you've uncovered them they will "hop" up and down. In order to utilize them you have to diligently fly your craft into them while they are temporarily suspended in mid-air. Not an easy thing to do when you have a crazy



# JUDGEMENT 64



Romba-dude hanging on your rudder and a group of fighter planes and choppers pelting you with fire. What's worse, they only stick around temporarily and will self-destruct by the third bounce.

The control-scheme for operating your chopper works very well. The original Japanese version was a complete nightmare to control with the d-pad for acceleration and deceleration and the analog stick for aiming up, down, left and right. Kudos to Midway for going back into the game and changing it around, making it much easier. Now,

the game controls a lot like Turok, with the yellow triangles for movement and the analog stick for aiming. What's really strange about this game, pertaining to the controls, is the fact that you can't ascend and descend. Your chopper mysteriously operates on one plane of elevation and will automatically rise and fall depending on the terrain — there's no way to crash into a well; weird.

## GRAPHICS

Chopper Attack suffers from the same blurry texturing that most of the poorer-quality N64 games exhibit. While the explosions are well-done (in a Blast Corps sort of way) and the choppers and enemy craft are modeled nicely with a lot of variation, the game just fails to impress. Expect to see plenty of the N64's infamous colored fogging, which we all know is used to disguise pop-up. While we've certainly seen worse-looking games on the system, it's nowhere near the graphical quality of Rush, Goldeneye, Diddy Kong Racing, Turok, Wave Race, Blast Corps, or even some of the first-generation N64 titles.

## SOUND

The music in Chopper Attack is a medley of mid-sounding, Top Gun-style '80's guitar riffs and the like. For the most part, it's uninteresting and







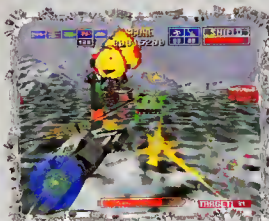
unmemorable yet unobtrusive — understood? The sound effects are composable as well. There's nothing really notable about them one way or the other. It would have been nice to get some booming explosions and intense gunfire sound effects in there to keep your palms sweaty and butt on the edge of your seat.

### CONCEPT

While, in the brief history of video games, Chopper Attack doesn't offer anything that hasn't been done or seen before, it is the first of its kind for the N64. Although, this alone is not enough reason to go out and buy the game — especially when it's been done much better on other systems before it. Heck, even Agile Warrior, a PlayStation game released in its first-generation, was a better-playing game. The bottom line here is: if you only have a Nintendo 64, and you are looking for a military-style shooter, then look no further. But, if you are expecting something above average or out of the ordinary, Chopper Attack probably won't cut the mustard.

### SHELF LIFE

If there was ever a candidate for a rental, Chopper Attack is it. The game is seven levels short and can literally be beaten in one sitting (it took us



approximately two hours to blow through the game). Granted, this was only with one chopper, but who's going to want to play through the same levels another seven times with a different vehicle? That's certainly no way to stretch replay value.

### CONCLUSION

While you've probably gathered that we didn't particularly care for Chopper Attack, it's not at the bottom of the heap. If you're jonesing for this type of game, have plenty of discretionary income and are trying to collect the whole library of N64 titles, or you don't mind a quick fix rather than a satisfying adventure that looks no further. On the other hand, if you can only afford a few games a year or are looking for quality vs. quantity, we would recommend holding off for a better game.



THE 64 SCORE				
GAMEPLAY	GRAPHICS	SOUND	CONCEPT	SHELF LIFE
7	5	4	5	2
OVERALL SCORE	0 1 2 3 4 5 6 7 8 9 10			

# JUDGEMENT 64

NINTENDO'S

## KOBE BRYANT'S NBA COURTSIDE



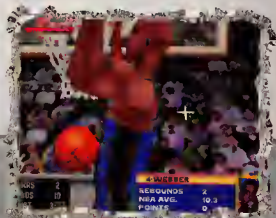
### KOBE CAN'T DUNK DONUTS

Nintendo scooped up this basketball game from American developer Left Field Productions, and quickly slapped teenager Kobe Bryant's face on the cover. As this is the first game out from "Nintendo Sports" (with Ken Griffey, Jr. coming out soon after), we guess they wanted to put a high profile player on the box. And who better than the young potential stud that the NBA and NBC are forcing down America's throat? Of course, Konami didn't sell any more copies of In the Zone 98 because Glen Rice's mug was on the box, so the endorsement angle may or may not help NBA Courtside.

#### GAMEPLAY

As much as In the Zone suffered from horrific gameplay, it was really difficult to pinpoint exactly what was happening

because the graphics were so terrible that you couldn't SEE what was going on. Well, Courtside can't use that excuse, because the graphics are pretty sharp, but we'll save that for the next section. Na, the gameplay flaws are out in the wide open for all to see, and, if you use the correct camera angle, you'll see them all the time. Let's just point out some of the more fatal flaws, shall we? Our favorite is when you're dribbling, using "turbo", and you bump into a defensive player. Your guy will just stop and pick up his dribble. No continuing to move or make your way to the hoop. Nape, the computer just shuts your guy off and you're left standing there holding the ball like a bucket of water. The reason turbo was in quotations is because there's no turbo in this game. When you press the Z button for the extra juice req'd to get by the defense, the polygonal character just hunches over like he's PRETENDING to run faster, but in reality, he's still crawling along at a snail's pace, which







brings us to the frame rate of NBA Courtside. What is it running at, 15-20 frames per second? Whatever it is, it's painfully slow, and really makes playing the game more like playing a game of Manopoly, although that's unfair to Manopoly, because it's 1) supposed to be that way, and 2) requires more strategy than Courtside. Let's talk computer AI here for a second, shall we? On rookie level, which is the default skill level, the computer pretty much just tries to pound the ball inside for a five to eight foot hook shot or post move, and rarely, if ever, attempts a shot from the outside. Most gamers should find that winning by 30-40 points is routine. The next difficulty setting, Pro, finds



the computer attempting (and making) more dunks, but doing little on the defensive end to keep you from scoring. Thus, you should find it relatively easy to win each game by 15-25 points. On the hardest difficulty setting, the computer is just totally ganza and tries to dunk everything — including the proverbial kitchen sink. We've had plenty of games where the computer went two or three games without taking an outside shot (outside the key). On defense, the computer will now use its "All Star" attributes to steal the ball from you at every opportunity, so you'll really have to move the ball around. We can guess why the computer doesn't take outside jumpers — it's because



they never go in! The shooting percentages for anything other than a dunk are horrible. There's been many an open 3-point attempt that's been an air ball (or maybe it just barely grazed the rim, it's impossible to distinguish). What's up with that? Chris Mullin is going to fire up a wide open air ball? We don't think so. Maybe it's the arc of the ball, because the players in this game all shoot line drives, and very ugly ones at that. Speaking of Mullin,



# JUDGEMENT 64



he's become right handed for this game, as has every other left handed player in the league.

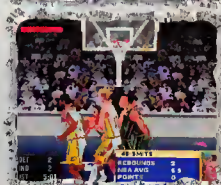
Should we mention rebounding? Sure, there's plenty of room here for all of the programming "gems", for whatever reason, the computer gives you many offensive 'boards ("give" being the key word, because you don't have control over it), but when you go back up with it, either some little guy strips you or a big guy blocks the follow up. It's almost comical. We've had situations where Shaq would get the rebound, go back up and get stripped, get the ball back,

go up again, get stripped again, and this routine would carry on four or five times before the computer eventually kept what it had stolen so many times before. Now, does that sound like a fun sequence of events, or what? To be fair, every tenth rebound (just a guess) you would go back up and slam it down but, like most everything else, it seems to be computer dictated, rather than something you can control.

For those of that may not remember, Left Field Productions is the developer that did Slam 'N' Jam for the 3DO system, which to this day is still a fun playing game of hoops. Courtside has only one decent camera angle, and that is the "behind, slightly zoomed" angle that was the default angle for Slam 'N' Jam. It's unfortunate they couldn't get the rest of that game into this cartridge.

## GRAPHICS

NBA Courtside is a real purty game to look at. The textures on the players faces are terrific and, when you create a player, the name you give him will show up on his jersey (always a thrill). The courts are all nice and shiny, and the developers did a great job with the reflections and the backgrounds. From all of the screen shots we had seen of the game while it was in development, we were thinking something special would show







up. Well, obviously not but, if nothing else, the game LOOKS real good (and is a million times better than ITZ98). The animations that are in there include behind the back dribbles, a pseudo cross-over, a nice olley oop, and lots of different dunks. The problem with the dunks is that pulling one off is very haphazard — it's location based and not very sensitive. They should have just used a button.

## SOUND

The announcer is the guy that does the Sanics games, and he does a good job of giving credit to the guy who made the bucket and the guy who got the assist. Far the home teams, he even gets more excited for the home team players. That's pretty cool, and the rest of the sound f/x are done decently as well (although we would have liked it if someone said "ball out of bounds" at the appropriate time).

## CONCEPT

NBA Courtside offers up many special moves (mostly done with the C buttons), AND a wonderful Instant Replay mode, but nothing has really been added to the game of basketball to score any bonus points in this category. For instance, a one-on-one mode would be nice, or a three point



shoot-out — something to give gamers a little bit more than just an arcade style, 5-on-5 game.

## SHELF LIFE

There are enough stats and season play to warrant a decent shelf life, if this were a good playing game. But since it's not, you won't find yourself dusting it off of the bookshelf too many times.

## CONCLUSION

The best thing going for Courtside is that ITZ98 was such a heaping pile, that most gamers will put up with all the flaws and gameplay deficiencies until something better comes along. It's like being the only girl at a dance where there are hundreds of guys — even if she's not particularly attractive, she'll still be very popular. Rent this one for a few days, just to get it out of your system.



THE 64 SCORE				
GAMEPLAY	GRAPHICS	SOUND	CONCEPT	SHELF LIFE
5	8	7	3	4
OVERALL SCORE	0 1 2 3 4 5 6 7 8 9 10			

# JUDGEMENT 64

NINTENDO'S

## 1080 SNOWBOARDING



### MAKIN' WAVES ON ICE

The developers of the owesame "Wave Race" are of it ogain — but this time they put the water in the freezer and created "1080 Snowboarding". While the game become available just as winter turned ta spring, its gameplay transcends seasons ond gives software-starved Nintendo 64 owners something to play far the next couple of months. Let's get ready to thrash through Mather Nature's blanket of white!

#### GAMEPLAY

When you strip away the snow and the boards, what 1080 is really all about is straight ahead rocing. Yes, os in Wave Race, you have the ability to pull aff tricks, but they don't come inta play while racing down the

mountain of choice — unless you want to get drilled by your computer or human opponent. Your gaol is to simply get down the hill, beating your apponent and setting a new best time in the process.

1080 features a number of different courses (four ta start an Eosy, 5 on Hord, and 6 an Expert — with each successive level af

difficulty adding ane mare course ta the mix), and players have the ability ta choose to play os ane af five different characters ond to choose from eight different snowboards.

There are four different modes af play (Moich Attock, Time Attack, Trick Attock and Cantest), plus o Training mode and a two player Vs. made (harizantal split-screen).

The courses are well-designed, with each ane featuring same unique terrain, jumps and weather conditions — all effecting gameplay. While it is very difficult to make the courses graphically







importantly, landed. Landing jumps, successfully handling turns and going up the faces of walls are the keys to increased speed and victory. If you fail to land a



varied, the design team did a great job of creating track designs that have an effect on how the player varies his strategy for getting down the hill.

The heart of 1080 is its play technique. In order to move down the mountain as quickly as possible, and to pull off all of those cool tricks, you must master the subtleties of the N64 analog controller. Because you are traveling across pocked snow, powder, ice and other, man-made, surfaces, your board will react differently to each surface. In addition, there are a number of ramps, moguls, hills and cliffs that must be negotiated and, most

major jump, your board will take a tremendous amount of damage and the odds of you finishing the race are dramatically reduced. And, if you stumble over moguls and fail to react to the tight left and right movements of the courses, you will come to a stand-still and lose precious seconds, allowing your opponent to distance himself from you on the course.

While it is difficult to master the in's and out's of tucking,

standing, jumping, edging and board control, the reward is a large dose of gameplay satisfaction and a strange feeling of accomplishment. 1080 is at its best when you are swishing down the mountain, landing jumps, pulling off mid-flight moves and seamlessly connecting all of them. Ultimately, though, younger players will become frustrated with their inability to land jumps



# JUDGEMENT 64



— the mechanic is very touchy and precise — and establishing any kind of consistency in maintaining your balance while landing is the single most difficult aspect of 1080.

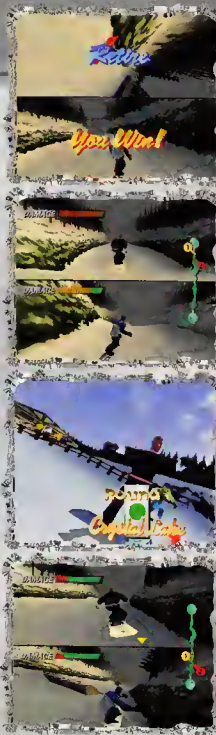
## GRAPHICS

1080 is severely hampered in this department by the very nature of the game. Snow is white, you race on snow. No matter how many different tracks the designers throw into the game, it is still snow and, therefore, very difficult to depict with any kind of graphic variety.

The team has done their best — putting in all kinds of jumps, varying weather and terrain, plus the occasional building, ice tunnel, etc. but hard water doesn't have the highlights and movement of the liquid kind, so 1080 comes off as rougher, graphically, than Wave Race. Could they have made it look better? Yeah, the resolution makes the game look rough, there is a little too much of the "popping polygon" syndrome and the game could have used a little more detail — but, the frame rate is brisk, the animation on the snowboarders is solid and the camera is so fluid (you can choose from three different camera angles) that you barely notice it. In practice, the first-person camera is useless, as it is impossible to gauge your landing angle as you come off of a jump, but the other two (third-person high and low) work very well.

## SOUND

Always the weak point of any N64 game, 1080's sound effects are great, and really complement the gameplay by adding to the feeling that you are actually piloting a thin strip of fiberglass down a steep mountain, and help to create the sense of speed in the







game. Musically, the game is nothing special — offering a generic techno/guitar soundtrack. In fact, it seems like the game designers realized this because they have definitely mixed the sound effects to the foreground.

## CONCEPT

Every video game system since the beginning of time (Fairchild Channel F) has had some sort of skiing or snowboarding game. So, it comes as no great surprise that the N64 should get one of its own. (In fact, it has two, including Atlas' "Snowboard Kids" — reviewed elsewhere in this issue.) And, of course, a case can be made for 1080 simply being Wave Race "on the rocks", but the gameplay mechanics are implemented well and this is the first time that Nintendo aficionados have had the ability to race down the mountain in true 3D.

## SHELF LIFE

Like all good racing games, 1080 Snowboarding is one that you can come back to again and again. In addition to going for best times and one-upping your friends and family, the ability to



do tricks adds another dimension to the game. Best times and high scores are saved via the game's in-cartridge battery system, so you'll be able to come back again and again to trim those precious 1/100th seconds off of your best time.

## CONCLUSION

While not as graphically exciting as Wave Race, the gameplay in 1080 Snowboarding is top notch. The learning curve is a little on the steep side, the game is a little too short and lacking in variety, and you're going to have to be a little patient with it but, ultimately, it will be time well spent. If you are a fan of Wave Race, you will not be disappointed as, among the N64's quickly expanding library of racing games, 1080 stands out as one of the better rides.



THE 64 SCORE											
GAMEPLAY	GRAPHICS	SOUND	CONCEPT	SHELF LIFE							
8	7	7	7	7							
OVERALL SCORE	0	1	2	3	4	5	6	7	8	9	10

# JUDGEMENT 64

ACCLAIM'S

## BUST A MOVE II: ARCADE EDITION



### BAKKAAAK!!!!!!



Every video game console needs to round out its library of titles with a good balance of action, adventure, RPGs, shooters, sports, rogers and, of course, puzzle games. While the N64 still has a limited selection of good and great titles in many of these categories (in comparison to the competition's overwhelming software library), games like Acclaim's Bust a Move II: Arcade Edition, can only help. What's most interesting about BAM is that one; it's been released on just about every system out there (SNES, PlayStation, Saturn, Neo Geo and, yes, even the 3DO) and, two; it's a straight part without any N64-specific enhancements or improvements.

#### GAMEPLAY

While Tetris, the mother of all puzzle games, has been done and redone as many times as Pamela Anderson's chest, BAM opts for something completely different. The gist of the game is to aim a cannon at the bottom of the screen and shoot various random colored bubbles

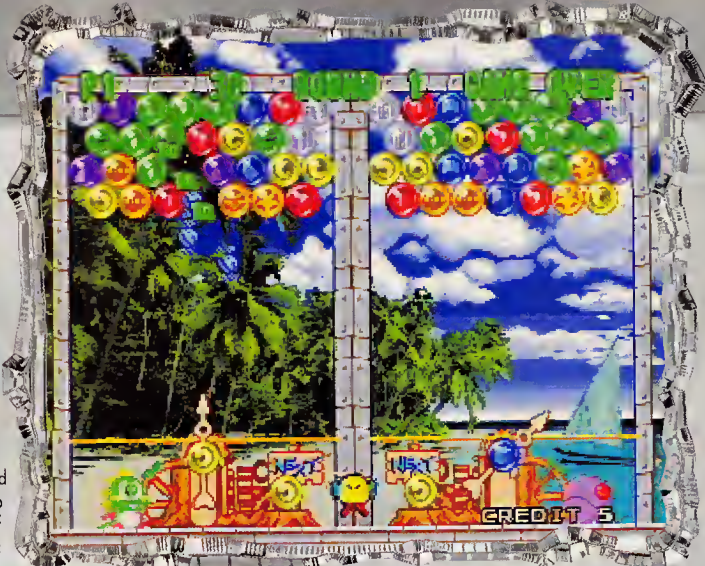
of a collection of like-colored bubbles at the top of the screen, as they slowly descend toward the bottom. Easy enough right? If you connect three or more of the same bubbles, they explode and disappear. If you are able to detach more than three of the same color or, better yet, a bunch where there are a variety of different bubbles attached to the three that you dislodged, they explode, drop off and get sent over to the opposition's board next door, where he now has to contend with them.

In the one-player mode, the objective is to clear the screen of bubbles as fast as possible in order to rack up points for bonus time. In the two-player mode (either against a friend or the computer), you want to put the screws to your opponent by overcrowding his play field with bubbles before he can do the same to you.

BAM features four modes of play: The Puzzle Game is a one-player only affair in which you choose your path through a series of levels that branch out in both directions from the point you start at. Player Vs. Computer pits you against increasingly difficult computer-controlled opponents. Then there's BAM's most cherished and addictive mode — Player Vs. Player. Like any good two-player game, this is where most of the fun is to be had. The action







gets quite intense as it's a race to see who can send over the first batch of bubbles first, messing up the other player's playing field. This is one of the key elements of the game: matching the frantic pace of getting the bubbles out on the screen with the finesse of aiming your cannon precisely so you don't end up screwing yourself.

## GRAPHICS

The graphics in BAM II are a mixed bag and are most definitely underwhelming. The game is comprised of completely hand-drawn, 2D sprites. While there's certainly nothing wrong with that, it's just strange and a little perplexing that there weren't any enhancements made for this 64-bit version of the game. In theory, this is a part of the coin-op version, which is most likely why there weren't any changes made, but why not "gussy it up" a bit?

## SOUND

There's really not much to report in the sound department. There's a decent number of musical tracks to keep you entertained and they aren't so annoying that you'll want to grab for the mute button. The most notable feature of the sound is the kookie-crazy cockle that emanates when you press the start

button, sort of like "Bakkaak!!!" (or something like that).

## CONCEPT

BAM II really takes the puzzle genre to a new level. Why go back to the never-ending legions of Tetris clones when you can play something totally odditive, totally unique and just a blast to play — by yourself or against a friend? This is a case of "easy to pick up and difficult to master" token to the nth degree. Not only that, BAM II is one of those games that transcends age and sex. This is a game that women and men, children and adults can and will enjoy playing. In fact, most women seem to be able to pick up the concept of chaining bubbles together for mass destruction easier than men — ga figure.

## SHELF LIFE

This is a game that's not going to collect a lot of dust sitting on your shelf as everyone will want to play it. It's a game that you can pull out with a group of friends and while away a day or play by yourself, either for practice or a good challenge against the computer. In fact, we wouldn't be surprised if it becomes part of your cherished collection.

## CONCLUSION

Bust a Move II: Arcade Edition is a great game that shouldn't be missed. The only reason we would tell you not to go out and buy it is the fact that it has been released on just about every system around, and it's more than likely that you already own a version on one console or another. If you do, there really isn't any reason to go out and buy it again.



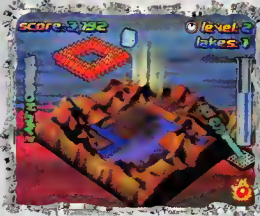
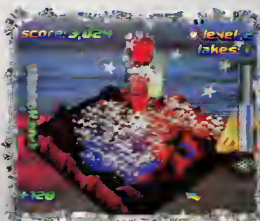
THE 64 SCORE				
GAMEPLAY	GRAPHICS	SOUND	CONCEPT	SHELF LIFE
9	6	6	9	9
OVERALL SCORE	0 1 2 3 4 5 6 7 8 9 10			

# JUDGEMENT 64

OCEAN'S

## WETRIX

### LET'S GET WET AND WILD



No doubt — one of the Nintendo 64's strongest points is its ability to produce some amazing graphical special effects — witnessed in games like Wave Race, Mario 64, Star Fox, Turk, Extreme G, etc... Out of all of the different visuals it can effortlessly yield, to date, water has been the most spectacular, so why not create a puzzle game around this effect? This is exactly what Ocean has done, and they've done a pretty good job of it at that.

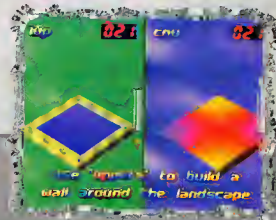
#### GAMEPLAY

Wetrrix takes the "falling block theme" of different direction, where the goal is to keep water from spilling over your floating landscape. While the objective is simple enough, the execution quickly becomes quite complex and intricate. Here's a breakdown of how it works: Basically, the player (that's you) controls randomly shaped pieces as they fall to the landscape and must create walls and dams in order to trap the rain and water bubbles that will eventually come. This graphical water will drip and flow realistically once it hits the landscape. If

any water falls over the edge, it will be collected in a drain situated in the lower right-hand corner of the screen. Once the drain fills to the top and overflows, it's game over. Here's where things get a little complicated. Besides the randomly shaped pieces, falling rain and water bubbles, you will have other pieces to deal with, different events which happen during a game, and different strategies for different game types to master.

When you start a new game, the first few pieces to fall are always red colored "Uppers". These can be rotated in either direction then placed anywhere on your flat landscape. Once in place, they raise the area of land they fall on, adjusting the shape of your landscape. Any water which lands will flow off the open ledges of your landscape and into the drain. The first order of business is to use the Uppers to build an enclosed area(s) in which to contain the water.

Soon enough, other pieces start to fall. These include Bombs, Fireballs, Downers, Ice Cubes and Mines — each having their own "cause and effect" result. The Bombs blow holes in the landscape wherever you choose to land them. Fireballs will evaporate any water they touch, and will keep evaporating until they hit the landscape, which is also reduced from the amount of water in the drain. Downers are







green pieces which have the direct opposite effect of Uppers. Ice Cubes will freeze any water they land on for a brief time. The Cubes can be a blessing or a curse, by either giving you a momentary reprieve, or obstructing the Fireball from evaporating the water. Mines appear in later levels and will float harmlessly around the water for a short time. In the meantime, if the water is evaporated, the mine explodes, again creating a hole in the landscape.

There are a total of five different modes to play which include Classic — described above; Pro — basically the same game at a more frantic pace; Practice — a tutorial of sorts, which walks you through the basics of Wexrix in eight easy-to-learn lessons; Challenge — select from a variety of challenge-based missions; Handicap — preset games where the player starts in a more difficult position; and Multiplay — a two player, head-to-head version of the game where each player has the ability to attack the other at certain times, with various pieces or effects. The player whose drain fills first is the loser.

## GRAPHICS

Typically, puzzle games are not the best showcase for incredible



graphics, but Wexrix has plenty of 3D eye-coney for good measure. The water effects are definitely the game's best visual, but there is plenty of vibrancy and color — especially in the psychedelic backgrounds.

## SOUND

Wexrix's sounds definitely have that distinct, European feel to them — giving away its roots. Expect a library of cool sound effects and atmospheric, new-age-style music, which suits the game perfectly.

## CONCEPT

While most games blatantly rip-off Tetris, Wexrix takes the basic concept of random falling objects and creates a totally different and unique game of its own. Throw in the element of water and

various hazards, and you have a very cool and different take on the puzzle genre.

## SHELF LIFE

Like most two-player games, Wexrix should have a long-lasting shelf life. In addition to playing with a friend, there are plenty of one-player modes from which to choose, which offer a fair amount of difficulty to overcome and some pretty deep play mechanics to uncover. This is one game that you'll probably come back to again and again.

## CONCLUSION

Wexrix is a deep, fun, intense and addicting puzzle game. It showcases some great effects, is tough enough that you won't master it in a day, and takes a fresh approach to the same ol' 'same ol' puzzle game. If this is what you're looking for, look no further.

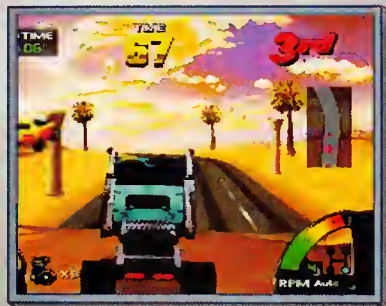


THE 64 SCORE											
GAMEPLAY	GRAPHICS	SOUND	CONCEPT	SHELF LIFE							
7	8	7	7	8							
OVERALL SCORE	0	1	2	3	4	5	6	7	8	9	10

# FUTURE PLAY 64

MIDWAY'S

# CRUISIN' WORLD



PUBLISHER
MIDWAY
DEVELOPER
EUROCOM
PLAYERS
1-4
AVAILABLE
AUGUST
ESTIMATED PRICE
\$59.99

Almost all of the original million or so owners of the Nintendo 64 purchased Midway's Cruisin' USA. Not because it was an amazing translation of the arcade game (of the same name), and not because it was the greatest driving game ever made for the system. Nope, they bought Cruisin' USA because it was the **ONLY** racing game available with the launch of the system. Well, Midway is currently working working on the sequel, and has enlisted the help of developer Eurocom to make things up to the current standards, graphically speaking. The new courses are much more detailed and vibrant, with some of the coolest looking skies we've ever seen! The new tracks are located in France, Italy, Egypt, Moscow, the Great Wall in China, Mexico, Australia, and New York. In all, there will be 14 different courses, and they all feature tons of short cuts, road blocks, and other environmental obstacles. There are lots of vehicles to choose from, and the cars handle much better than they did in Cruisin' USA. All in all, Cruisin' World is shaping up to be a fine racer, and a good warm-up for racing fans until SF Rush II comes out.





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ocean



# FUTURE PLAY 64

ACCLAIM'S

## WWF: WAR ZONE



PUBLISHER
ACCLAIM
DEVELOPER
IGUANA
PLAYERS
1-4
AVAILABLE
AUGUST
ESTIMATED PRICE
\$59.99

Here's our latest screen shots of Acclaim's highly anticipated wrestling extravaganza, WWF: War Zone. The game was intended to be out by now, but Acclaim wanted to make sure everything was just right, because you true wrestling fans out there don't want some bogus title on your hands, right? Well, here's the deal — just like in real life, it's the good guys vs. the bad guys (or in wrestling lingo "Face vs. Heel"). Wrestlers get into feuds, resulting in grudge/gadget matches, such as weapons and cage matches. The story line is propelled by in-the-ring action. For example, out of nowhere a wrestler will break into your match, whack you with a chair and derail your march to the championship. Some of the cool features for WWF: War Zone are the "photo realistic" graphics and 3D polygonal characters, the ability to use props and weapons, creating your own wrestlers, 300 moves, Cage matches and the Royal Rumble, and heck, there's the gauntlet to boot. Check out our complete review next issue.







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# FUTURE PLAY 64

OCEAN'S

# GT RACING



PUBLISHER
OCEAN
DEVELOPER
IMAGINEER
PLAYERS
1-2
AVAILABLE
FALL
ESTIMATED PRICE
\$54.99

This new racing game is from the some fine folks that brought us Multi-Racing Championship. Although MRC was a little too short and now real pleasing to the eyes, it did have great play mechanics and tuned computer opponents. Imagineer took these good driving techniques and put in some tasty graphics and 16 different tracks, and, voila — we've got a new racing game! Inside GT is a game full of real world GT racing conditions, along with 14 different racing teams to choose from. The vehicles are all licensed from the Grand Tour Circuit, so the cars have the appropriate team logos and such splashed on the hoods and fenders. Another big improvement on the MRC theme is that GT will feature no less than 14 different camera angles from which to race, including a new cockpit and track side views. Since we're all big fans of the racing genre, we can't wait to get our hands on a reviewable copy. Look for it in the next issue!



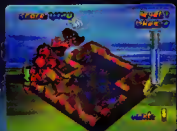




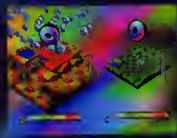
ocean

# Dam!...

## DAM!... DAM,



## Dam, Dam,



## Dam, Dam.

*There's a storm coming, and its name is Wetrix. Here's the deal: You build dams, dikes and lakes and some unholy being from above tries to destroy them with torrential rains, fireballs, bombs and the occasional earthquake. With its killer graphics and variable landscapes, it just may be the most addictive game you'll ever play.*

# DAM!

## *That pretty much covers it.*



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# Wetrix™

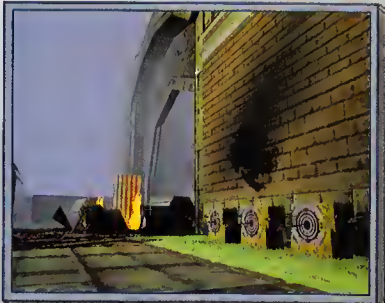
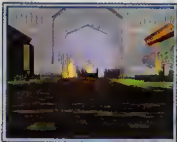
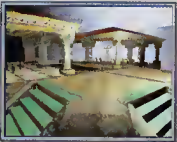
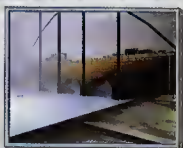
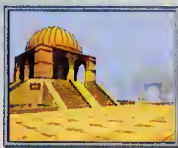
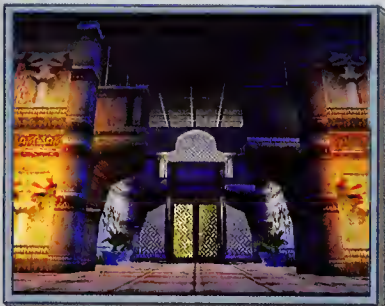
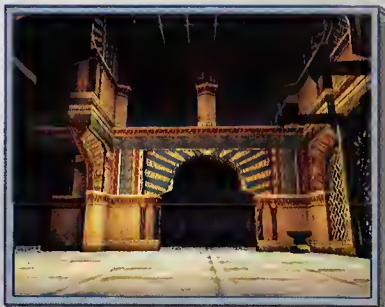
# FUTURE PLAY 64

ACCLAIM'S

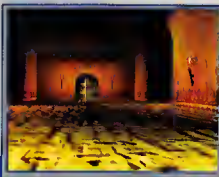
## TUROK 2



PUBLISHER
ACCLAIM
DEVELOPER
IGUANA
PLAYERS
1
AVAILABLE
FALL
ESTIMATED PRICE
\$64.99



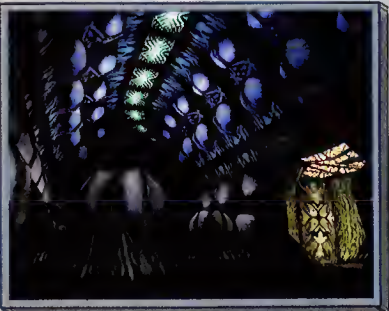
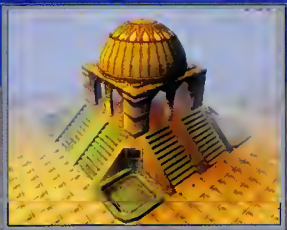
Acclaim and Iguana are back at it again with Turok 2, the sequel to last year's five star adventure game. New things to look for with T2 are the new 4-player death match mode, eight totally new levels that each have their own look and feel, new "soft skinned" creatures that appear more life-like, new enemy AI (for meaner, faster, and deadlier monsters), and a pretty thumpin' movie quality sound track. Turok 2 will basically have two game-play modes; the classic quest mode like the original, and the multi-player mode which allows for team play, death matches, and a new twist called "frog tag". The smoky look of Turok is being tuned to represent something a little more sinister, as the walls have blood on them, there's lots of fire every-



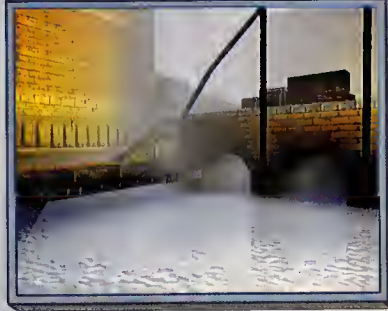
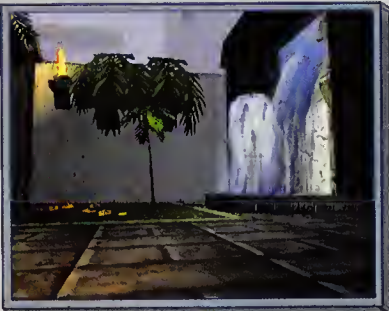
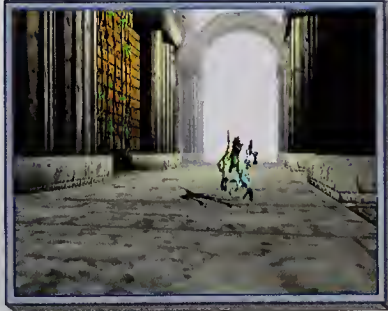




where, and the whole darn mood is just dark and evil. The levels in T2 will be even longer, and contain a good deal of hidden weapons and other essential goodies need to complete the missions. The basic premise in the quest mode is that after Turok defeated the Compoigner in the original game, he threw



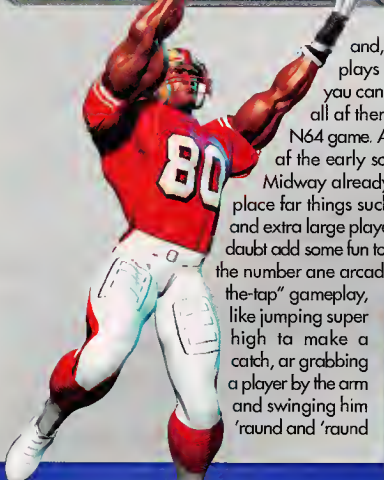
the Chronoceptor into a volcano. It turns out that throwing away the big C wasn't a really good idea, because it brought back to life the super evil guy, The Primogen. Once free, the Primogen plans to get through the wall that separates the Lost World from Earth, and then wipe out our civilization. Wow, sounds intriguing, but wait, it gets better! In order to eliminate the Primogen, Turok must, 1) defend the seven energy totems which make up the Primogen's prison, 2) find the keys needed to enter the prison, and 3) defeat the big bad guy. Let us be the first to get the Turok 2 bondwagon going — Turok 2 looks like it will be another blockbuster title for Acclaim & Iguano, and it should be one of the hottest titles this year.



# FUTURE PLAY 64

MIDWAY'S

# NFL BLITZ



PUBLISHER
MIDWAY
DEVELOPER
MIDWAY
PLAYERS
1-4
AVAILABLE
SUMMER
ESTIMATED PRICE
\$34.99

Here's the first look at Midway's number one arcade game, coming soon to a Nintendo 64 near you, NFL Blitz. This extraordinary arcade game will have all of the features that make the original game so great, plus many more "Nintendo 64" only goodies. All of the NFL teams and players that are in the arcade machine will also be in the home version (except for any trades that may have taken place),

and, for those of you that know the plays frontwards and backwards, you can rest assured in knowing that all of them (and MORE) will be in the N64 game. Also, as you can see from some of the early screen shots, the folks over at Midway already have some of the cheats in place for things such as big heads, tiny players, and extra large players. While these codes will no doubt add some fun to the title, NFL Blitz has become the number one arcade game because of its "aver-







until he gets slammed into the turf and, our favorite, the massive dog pile on the offensive player that just got pummeled into next year! Of course, all of these things (and more) will be brought home to the

Nintendo version by the same team that did such an amazing translation of San Francisco Rush (still the best racing experience to be found).

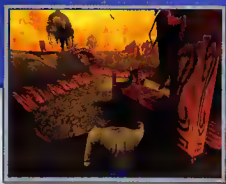
From what we've seen and played so far, we think that NFL Blitz for the Nintendo 64 has all the potential to be just as big a success at home as it is in the arcades. And, like always, we'll be there to bring you even more coverage of this exciting title in the Fall issue of Q64 — look for it wherever fine electronic gaming products are sold.



# FUTURE PLAY 64

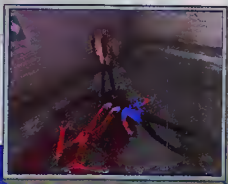
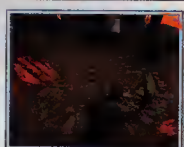
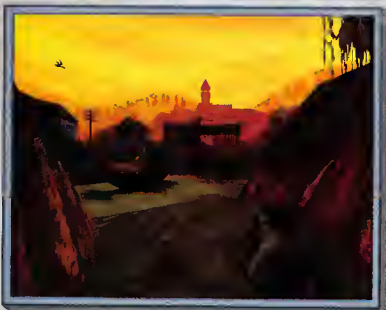
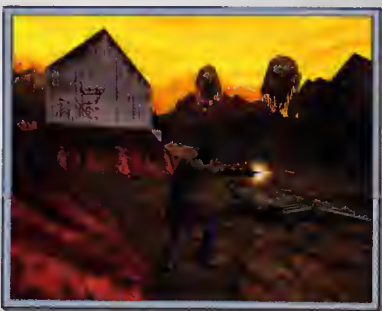
ACCLAIM'S

# SHADOWMAN

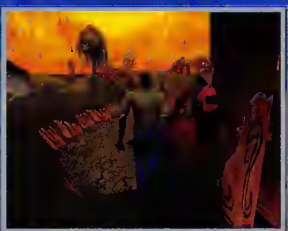


PUBLISHER
ACCLAIM
DEVELOPER
IONANA UK
PLAYERS
1
AVAILABLE
WINTER
ESTIMATED PRICE
\$54.99

Acclaim is bringing to life a character from the Acclaim Comics/Valiant Heroes library — Shadowman. But, this is no Saturday afternoon cartoon character we're talking about, no siree Bob. Shadowman is an adult theme comic that is chock full of mature content and themes. The basic story-line of Shadowman revolves around old Voodoo mythology and the two separate worlds of the living and the dead. Our hero, Mike LeRoi (that's Cajun for "the King"), had the powerful "Shadowmask" implanted into his chest, and this created Mike's alter-ego, Shadowman. As the Shadowman, Mike can enter the world of the dead, the eternal Deadside, and use his necromantic powers to try to stop the looming Apocalypse. When the Shadowman is back in the living Liveside, and in particular, Louisiana, just being plain ol' Mike, he works with the FBI trying to solve puzzles

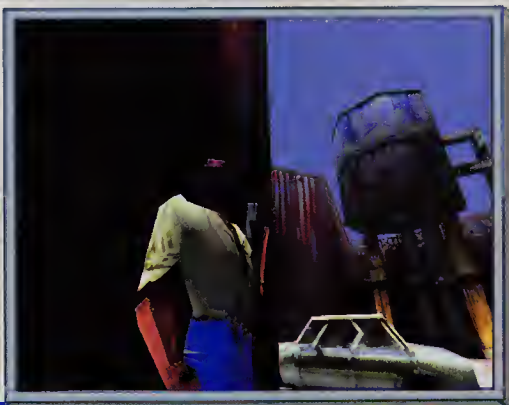
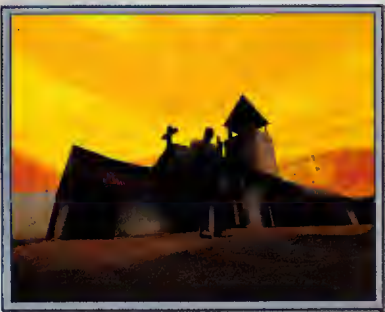
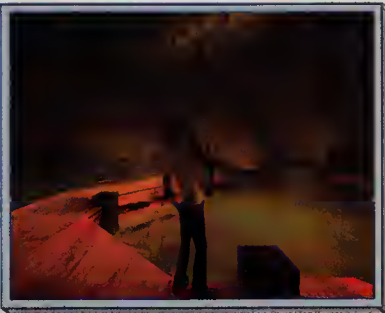






and get clues on the serial killers that await him on the "other side". The gameplay of Shadow of the Colossus is a 3D, third person, action/adventure game that makes the player play as two different characters in a variety of environments. The mysterious nature of the game becomes more evident as the game progresses, so you become engrossed into the storyline by the

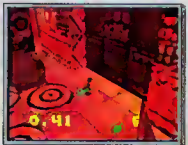
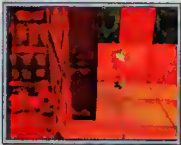
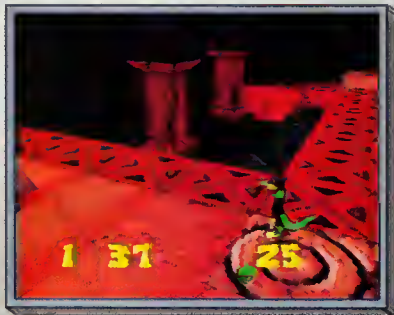
time you've got on idea as to what's going on. The creators of Shadow of the Colossus intended the game to be a video game action thriller, with a dark psychological subtext, giving the gun toting gamer and the thesaurus reading gamer an equally challenging game. Sounds pretty good to us, and we certainly look forward to more time with this ambitious title. Until next time, we'll leave you with these special features; huge environments, a non-linear story, the ability to walk, jump, roll, climb, shoot with both hands, tons of evil bad guys, and the ability to control the action from the camera angle you choose. Wow — kids, don't let your folks play this one alone!



# FUTURE PLAY 64

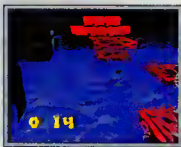
CRYSTAL DYNAMICS/MIDWAY'S

## GEX: ENTER THE GECKO



PUBLISHER
CRYSTAL DYNAMICS/MIDWAY
DEVELOPER
CRYSTAL DYNAMICS
PLAYERS
1
AVAILABLE
FALL
ESTIMATED PRICE
\$54.99

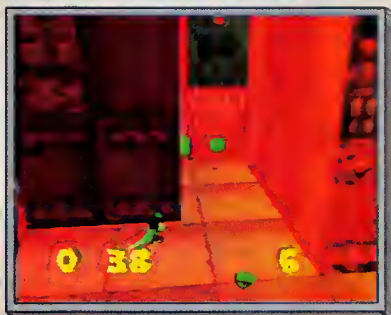
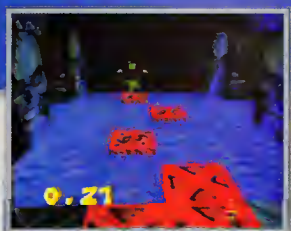
GEX, the wise-cracking gecko that has taken the PlayStation by storm, is getting ready for a fall launch for the Nintendo 64. Developed by the same talented folks that brought the PlayStation character to life, Crystal Dynamics, the Nintendo version is set to be even bigger and more colorful than the PSX version. However, due to the cartridge limitations, the N64 GEX won't be chatting away the whole time, as he will have to use his one-liners a bit more sparingly. On the upside, Crystal Dynamics is putting in a few never-before-seen levels that will be exclusive for the Nintendo machine including a swimming level. In case you've missed all the hoopla that surrounded the launch of the PSX version, here's what GEX: Enter the Gecko is all about. First, the game is played in a 3D world that



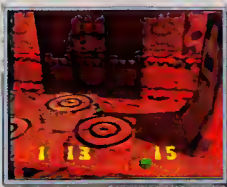




features very unique and ever changing levels and environments. Dubbed the "Mario-Killer" from most of the critical gaming press, GEX takes the Mario 64 gameplay and graphics to new heights, and sets a standard for all other action adventure games. The game utilizes a free floating camera, but also allows gamers the ability



to customize and fine tune the camera angle to his/her own individual preference. Crystal is promising to deliver the same high quality textures and uniqueness to each level that the PlayStation featured. After all, it's the variety and level design that makes GEX the best playing game for the PSX, so Crystal wants to make sure that the same can be said for the Nintendo version. The version that was used to grab these screen shots is only about 15% complete, so you can expect to see many more enhancements as the game progresses. Stay tuned, as this is one title you won't want to miss.



# FUTURE PLAY 64

ACCLAIM'S

## IGGY'S WRECKIN' BALLS



PUBLISHER
ACCLAIM
DEVELOPER
IGUANA
PLAYERS
1-4
AVAILABLE
JULY
ESTIMATED PRICE
\$39.99

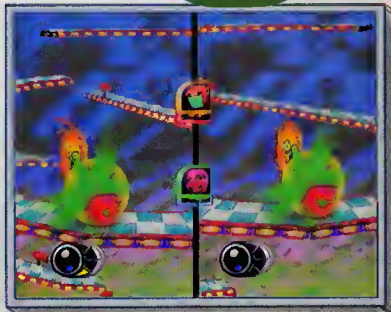
Here's a cool little racing game from Acclaim and Iguana (NFL QB Club 98, Turak) that features over 100 unique race "towers" (because they go up) and eight different characters (plus lots of bonus track and hidden characters). Your goal is to be the first "ball" to the top of the race tower, battling up to three human or computer opponents along the way, as well as any obstacles that came with the chosen tower. There are five different game modes; Arcade Race Championship, Battle Made, Versus, Time Trial, and Game Mix-up Tournament. The Game Mix-up Tournament allows players to select their favorite towers to compete in, and start your own championship series. In Battle made, gamers will try to survive all of the dangers in the towers and become the last ball bouncing. There will be plenty of power-ups to choose from, ranging from the standard projectile to heat seeking projectiles, mine bombs,







freeze bombs, shrink and bloot bombs, turbos, the ability to reverse your opponent's direction, and a cool heat seeking projectile that only goes after the leader. Iggy's Wreckin' Balls will be playable from three distinct camera angles, and the yellow buttons can be used to zoom in and out of the action. Gameplay is achieved by simply pointing the analog stick in the direction you want to go, but the cool part comes in when you need to climb up the tower. This is accomplished by hitting the B button and pulling left/right on the stick to get your ball grappling. This makes for some very quick maneuvers and fast gameplay. Iggy's will be out this summer, and we'll have a review inside the Fall issue of Q64.



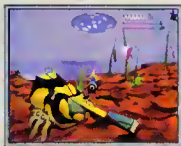
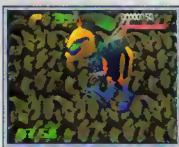
# FUTURE PLAY 64

UBI SOFT'S

## BUCK BUMBLE



PUBLISHER
UBI SOFT
DEVELOPER
ARGONAUT
PLAYERS
1-2
AVAILABLE
SEPTEMBER
ESTIMATED PRICE
\$54.99



Ubi Soft and Argonaut Software are bringing out Buck Bumble, one of the more colorful and unique characters to front a Nintendo 64 game. In this 360 degree, 3D, adventure/shooter, you play the role of Buck Bumble, a bee that has been chosen to free the world (or at least his small piece of the neighborhood) from mutant insectoids and giant, evil buggers. The Evil Herd, as the bad guys are known, are bent on enslaving the local insects and destroying their food supply. Our hero, Buck, flies around inside a mechanized suit of armor, and can withstand a good degree of punishment before he needs to recharge his health supply. As this is more of a shooter than anything else, Buck has more than a dozen different weapons at his dis-







posol, all of which are awarded to him after he eliminates a particular bad guy. The weapons appear in his hands (legs?) immediately, and are easy to see and recognize. Of course, if you want to, you can easily toggle between the collected weapons by use of the B button. The environments, which range from



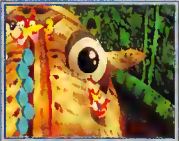
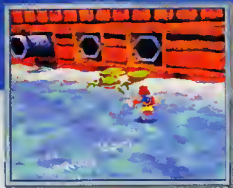
back yards, to sewers, to the insides of buildings, are all very colorful and highly detailed, with many different obstacles (besides the enemies) for Buck to avoid. The gameplay allows Buck full freedom to fly virtually anywhere he wants to (there is a ceiling that he can't go above), and he can get as close to the objects as he wants. In all, Buck Bumble should feature twenty different levels, all of which require you to accomplish certain tasks before moving on to the next mission. The game will feature Rumble Pak support, and should be out sometime in the Fall of '98. Buck Bumble looks to be one of the more impressive titles this year, so you can bet you'll see lots more of him in the next issue.



# FUTURE PLAY 64

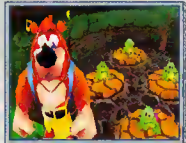
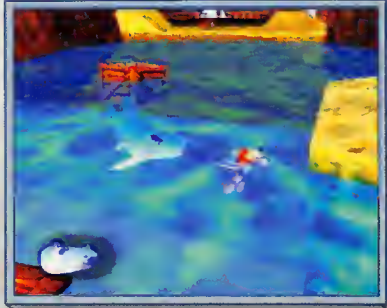
NINTENDO'S

# BANJO-KAZOOIE



PUBLISHER
NINTENDO
DEVELOPER
GAME
PLAYERS
1
AVAILABLE
JUNE
ESTIMATED PRICE
\$59.99

The some talented folks that brought the coming world Goldeneye are getting ready to launch on action / platform game that may rival Mario 64. Yup, Rare has got Banjo-Kazooie just about finished and, from what we've seen, everything seems to be in place to make the game one of the biggest titles of the year. Gameplay is the hallmark for all of Rare's games, and Banjo-Kazooie is no exception. As the player marches through the levels, he will need to switch between the two characters of certain times in order to use the necessary skill that will accomplish the task. Also, the ability to transform into many other animals and insects is a pretty nifty little trick, as well. If you didn't already know, the basic premise for Banjo-Kazooie is to find the ten Jiggies (puzzle pieces) that are hidden throughout the levels. In the early stages, the Jiggies are out in the open, right in front of you. As you progress, however, the pieces are hidden in

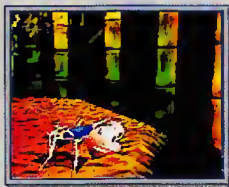






some very clever locations. Some of the puzzle pieces actually require Bonjo-Kozooie to perform minor tasks and puzzle solving in order to be awarded with the Jiggie. The levels in BK are absolutely huge, and will have most gamers searching for hours on end. Fortunately, there's lots to do besides just looking for the Jiggies. Musical notes are also littering the levels, and

you will need to collect these in order to get to certain locations and open doors and other items. Then there's these crazy birds that can be collected, and what they give you, nobody knows (you can tell us once you find out!). The camera mechanism used in the game is an improvement from that found in Morio, as the left/right C buttons move the camera left and right (respectively), and pressing the top C button changes the camera to a first person perspective that makes it easier to see "the big picture". The music is suitable for most people, although you may find yourself turning it down after a few hours behind the controller.



# FUTURE PLAY 64

MIDWAY'S

## OFF ROAD CHALLENGE



PUBLISHER
MIDWAY
DEVELOPER
MIDWAY
PLAYERS
1-4
AVAILABLE
JULY
ESTIMATED PRICE
\$54.99

Midway's arcade success continues to result in great home products for the Nintendo 64. First, there is the "second-to-none" arcade rocer, Son Francisco Rush: Extreme Rociing, which we think is a reason to buy o Nintendo 64 oll by itself. Then, NFL Blitz came out lote lost year (look for the N64 preview elsewhere in this issue), and its arcade success will undoubtedly trans- lote into the home console market, as well. SF Rush has already been o huge success for the system, and NFL Blitz is on every gomer's must hove list when it comes out this summer. Well, now you can throw Off Rood Challenge into the mix, as this popular arcade driving game will be moking its way into homes loter this summer. This quarter cruncher was popular for many reasons, but we always enjoyed the







ability to earn cash for winning races, allowing us to take our monster trucks into the Speed Shop and trick it out. The good news is that you will be able to do that in the N64 version, and the bad news... there isn't any! All six courses (Los Vegas, Pikes Peak, Bojo, Ol' South, El Poso, and Mojave Desert) will be included,

as will the some four monster trucks and the four hidden bonus trucks. The some fast paced competition that the orcode version had can be found in the home version, as you end up to three of your friends can rumble through the snow, mud, dirt, sand, and rocks to see who can be first at the finish line. And, don't forget, you'll want to come in first place every time so you can use all that virtual cash at the Speed Shop — you can never have enough nitro's! Look for Midway's Off Road Challenge this summer, and a complete review in our next issue.



# FUTURE PLAY 64

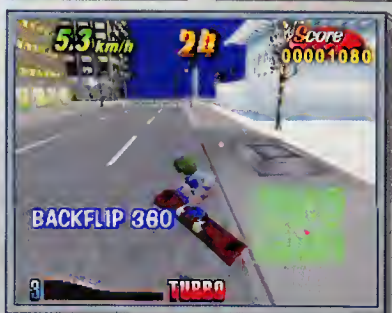
HUMAN'S

# AIR BOARDERS



PUBLISHER
NA
DEVELOPER
HUMAN
PLAYERS
1-2
AVAILABLE
FALL
ESTIMATED PRICE
\$54.99

Now here's one of the coolest titles that we've seen coming from Japan — Air Boarders by Humon (the same folks that did the less-than-wonderful F1 Pole Position). This game has a multitude of game options and, best of all, it's almost like skate boarding, but with a "hover board" (kind of like the one Michael J. Fox used in the Back to the Future movies). There are a dozen different courses from which to choose, ranging from the beach, to the city, to urban sprawl, to the inside of a giant house. Shoot, the house is so big that the cartoon-like mouse holes are large enough for your character to fit through, and are usually secret short cuts to other parts of the house. Besides the mouse holes, you can jump down stairs, go over sofas, and underneath

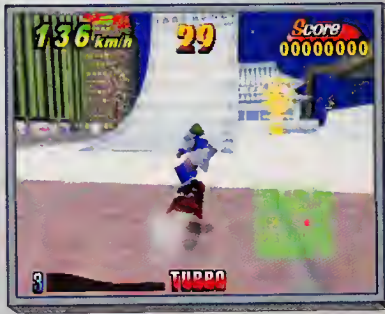






tables and choirs. Cool! And your mam said it's more fun to play outside — no way! Besides the regular race feature, which has you going from check point to check point to get more time to continue racing, there's a great little "game within a game" that has you searching all over the courses to collect coins. This is a won-

derful way to explore the tracks completely, and a good way to try out some of the cool tricks that can be performed with your hover board (of which there are more than a dozen to choose from, including bonus boards). We're not sure which publisher is going to bring out Air Boarders in the states (Ubi Soft released Human's aforementioned F1), but you can be sure that whoever it is, they will have one terrific game on their hands. We'll be there to bring you all the latest info on Air Boarders in the next issue of Q64 — stay tuned.



# FUTURE PLAY 64

VIDEO SYSTEM'S

## WORLD GRAND PRIX



PUBLISHER
VIDEO SYSTEM
DEVELOPER
PARADIGM
PLAYERS
1-2
AVAILABLE
FALL
ESTIMATED PRICE
\$54.99

Video System USA, Inc. and Paradigm Entertainment are currently working on their second title together (Aerofighters Assault, their first, was a critical success and received Q64's Seal of Approval), called World Grand Prix (a working title). This F1 simulation will be packed with seventeen real-life race courses from around the world, directly chosen from the 1997 Grand Prix season. Besides the 17 tracks, there's 11 different race teams to select from, and 22 various drivers and cars as well. There's one or two player modes (with horizontal split screen), exhibition or season mode, and the most intriguing new element, the story mode. In the story mode, players can select one of a handful of different scenarios (again, straight from the 1997 Grand Prix season) that puts the gamer in a tough spot that he/she has to try to get out of. For instance, one scenario finds you in Monaco, in third place,







with two laps to go, and you've got to make your move and pass the leaders to take the checkered flag. This sort of play mechanic has been done in other types of titles, but it may be the first time we've seen it in a racing simulation. And, lastly, there's a time trial option that lets you race against your ghost car.



As far as camera angles are concerned, there will be about half a dozen or so from which to choose, including the ever popular "behind the wheel" vantage point. Oh, and two more highlights — World Grand Prix will be supporting the Rumble Pak, which is always a good thing, and there will be plenty of speech included as there's constant updates from the pit crew. Look for a complete "test drive" of World Grand Prix (or whatever new title they choose for it) in our Fall 98 issue.



# QUICK PICS

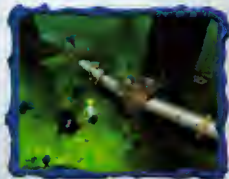
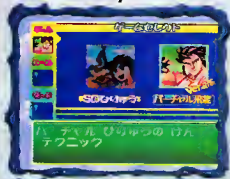
## LAST MINUTE PREVIEWS

What exactly is a quick pic? Well... they are games that, as of press date, we have precious little information on, yet we find ourselves with all these screen shots and need a place to put 'em, so we quickly picked 'em and stuck 'em here for your visual pleasure. We hold these pages back until the last minute to ensure the shots are the freshest available. For the most part, these games are 9-12 months from hitting retail and we will give them a proper preview in future volumes of Q64.



### FLYING DRAGON — CULTURE BRAIN

This new fighting game will try and be "every man's" fighter, with options to play the game in 2D or 3D. There's also an RPG fighting mode that allows the gamer to create his or her own character, and choose from hundreds of different weapons, potions, and other goodies. There's four different game play modes, including a training dojo (Maja? Nixan?) and a cool Mind's Eye that makes the player "use the force, Ryu". This title should be out by the end of the year.



### EARTHBOUND 64 (MOTHER 3) — NINTENDO

The first RPG for Nintendo's mysterious DD, and a game scheduled to be released months before Zelda, will be nothing less than huge. Featuring ten (10) playable characters, each of the cast will need to be used to complete different chapters of the game. There will be many areas of explore, with no set course of action, thus insuring great replay value. Look for this HAL and Nintendo product to be released at the same time as the DD, whenever that may be.

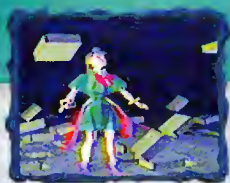


### BODY HARVEST — DMA

This game still has one of the stranger plots going — the aliens think earth is just one big 'ol' food spread, producing nothing but juicy and tasty meals. Problem is, the Earthlings don't much care for getting munched like a T-Bone, and they send one of their alien killing studs out to stop them. If you recall, this is the game where you, as the hero, get to drive over 100 different vehicles in your attempt to stop the alien horde. Cool. There are elements of action, driving, RPG, and a little puzzle solving to boot.







### CASTLEVANIA 64 — KONAMI

The legendary Castlevania comes to the world of 3D in this new title. The hero of the story, a chap named Schneider, must find and destroy Count Dracula himself, but he doesn't have to do it alone. There are four other characters that will help Schneider in his adventure, that ultimately leads to Dracula's castle. To help move a Schneider around, Konami gave him a whip that he uses, a la Indian Jones. Another potentially cool title that we're all looking forward to playing.



### INTERNATIONAL SUPERSTAR SOCCER 98 — KONAMI

Without a doubt, ISS was a real treat when it first came out last year, and it still remains the best game of soccer available for the system. So, Konami has the sequel, ISS 98, just about ready, and it should be out later this summer. However, don't expect any World Cup tie-ins, as EA Sports has that all wrapped up. You can, however, expect more features and stats than were found in the previous ISS.



### DEADLY ARTS — KONAMI

This is Konami's entry into the fighting arena, Deadly Arts boasts full polygonal characters. There will be 12 different fighters, and you can even create your own fighter and save him to the controller pak. The game is also rumble pak compatible, so you'll feel every punch and kick.



# QUICK PICS

## LAST MINUTE PREVIEWS



### NBA FASTBREAK — MIDWAY

The developers, Visual Concepts, may be reworking this title for a late '98 release — now that Nintendo has come through with NBA Courtside. Their earlier plans of overtaking In the Zone 98 were changed abruptly once Courtside hit the shelves. Fastbreak still remains a 5 on 5 affair, with the full NBA license and complete stats tracking.



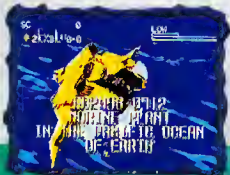
### EARTHWORM JIM 3D — INTERPLAY

The Tantrum division at Interplay hopes to get Earthworm Jim 3D out later this summer, but we've got to think that's pretty optimistic thinking! In the 3D world that engulfs Jim, the hero finds himself stuck in his own mind, trying to get out and back to the "sane" world. It all started with a falling cow (of course), and now Jim has to get through the six bizarre levels, dealing with fan favorites like Evil the Cat and Professor Mankey-far-a-Face. And, could it be, a love interest for EWJ? You bet, and her name is EWK — Earthworm Kim.

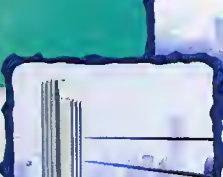
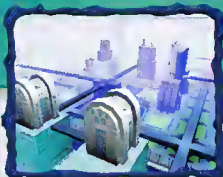


### STAR SOLDIER — HUDSON

The N64 gets another shooter, and by most accounts, it's one of those "real" shooters (you know, the old fashioned kind). Of course, Star Soldier utilizes all of the power of the advanced hardware, but remains faithful to the classic horizontal style perspective. The ships and aliens are polygonal, and there are three ships to choose from. The game is played out over seven levels (and three bonus stages), and there's even a cool time attack mode that requires you to shoot down as many ships as possible in a five minute period.

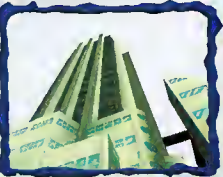






### SUPERMAN — TITUS

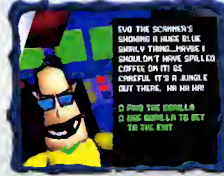
The French developer, Titus, has been working on Superman for just about a year, and hopes to have the game in stores by Christmas '98. The game is based on the WB animated series, and features much of the same look as the cartoon. The Man of Steel will be hard pressed to stop Lex Luther, Brainiac and the Toy Man, as he searches Metropolis for Lois Lane. We REALLY want to check this game out, and will have more info in the Fall issue.



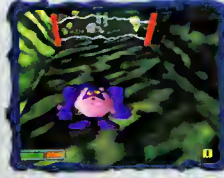
Level: 6  
World: europe  
Name: europe 6  
Bonuses: 6

### SPACE STATION SILICON VALLEY — TAKE-TWO

This game has received more of a plot since the last time we showed it, and it's beginning to make sense. You play the role of a computer chip that lives on a space station. You can take control of any of the animals on the station and use it to help get past certain puzzles in each level. There, now that makes perfect sense, right?



END THE SCENARIO'S  
ENDING IS A BIG BLUE  
SHINY THING...HAYES I  
SHOULD HAVE SPILLED  
COFFEE ON TO BE  
CAREFUL. IT'S A JUNGLE  
OUT THERE. NO NO NO  
NO NO NO NO NO NO  
NO NO NO NO NO NO  
NO NO NO NO NO NO



### REV LIMIT — SETA

Rev Limit offers arcade and simulation driving modes. On the sim side, you'll be required to enter pit stops, and the cars will show actual damage, like bent fenders and such. There's also a story mode that allows the gamer to control a racing team, making all the managerial decisions that will effect the team. No word on how many tracks, but there will be 16 different cars. Look for Midway to bring this title to the states, as they did bring over Seta's Chopper Attack (Wild Choppers in Japan).



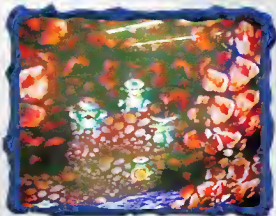
# QUICK PICS

## LAST MINUTE PREVIEWS



### LEGEND OF THE RIVER KING — NATSUME

This game is based on the very popular GameBoy title of the same name. Since the PlayStation already has three fishing titles, it was only a matter of time before the Nintendo 64 got one. And, if you're one of those Nintendo gamers that just can't get enough fishin', then you may be in luck — THQ may be coming out with their BASS

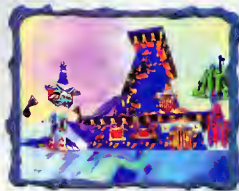


Masters game later this year. Try and contain your excitement.



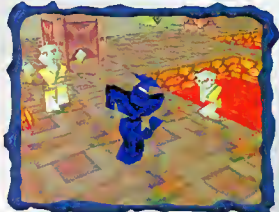
### KIRBY'S AIR RIDE — NINTENDO

Kirby is still looking far o release date but, given the fact that it's another racing game from a company that has Diddy Kang Racing, Maria Kart, and F Zero-X on its racing palette, it's no wonder that Nintendo isn't quick to pull the trigger and get this title to market. Basically, Kirby's Air Ride (from what we've seen), has taken some of the "Starry" levels of Diddy Kang and Maria Kart and made an entire game out of the sky and space theme.



### FREAK BOY — VIRGIN

When we first saw this title last year, we thought for sure the title would change, but it hasn't! Ol' Freakie is slated to come out by the end of the year, and will consist of five levels, each with four stoges. For you math wizards, that's 20 levels of mutated fun, as Freak Boy travels from the farthest reaches of the sun to destroy the evil Zas that wiped out his planet and enslaved all of his people. This colorful and slightly psychedelic game comes with lots of interchangeable power-ups, making Freakie a very interesting looking character, as he changes with each new weapon.







### SURVIVOR: DAY 1 — KONAMI

Konami certainly has a lot of upcoming titles for the N64 this year, but none of them are less known than Survivor. The only words that Konami will utter about this game is that it's a third person, action/adventure kind of game. Well, that certainly makes things crystal clear, doesn't it? We've heard rumors that the game "may be" like GoldenEye, with a touch of Maria 64, and a dash of Shadows of the Empire thrown in for good measure. We'll see...



### CONKERS QUEST — RARE

The guys that brought us GoldenEye (and many others) have decided to publish Conkers Quest, not just develop it! That could be part of the reason why the game will be over a year late, as it was scheduled for a fall '97 release, but

looks now like Fall '98. The game features Conkers the squirrel, and Berri the chipmunk. The goal is to travel across four huge levels in search of 100 gifts that were stolen and spread across the land. The characters can also get in vehicles to help them search some of the hard to reach areas.



### RUG RATS — THQ

Here they are, those too cute for (pre) school Rug Rats. Players can choose from Chuckie, Lil, Phil, and Tammy, as they go on a series of adventures based on the animated series. The game will be a 3rd person action/adventure, and will keep the same low perspective that the TV show does.





## BOMBERMAN 64

### SECRET BATTLE LEVELS:

At the game selection screen, press the start button repeatedly until you hear a chime. In battle mode, the four extra battle levels will be available.

### BONUS WORLD:

Collect all 100 Gold Cards and beat Altoir again to access a completely new world (Rainbow Poloce).

### SOUND TEST:

Beat the game in Adventure Mode (normal difficulty) and you will be able to access a sound test option.

### VIEW CREDITS:

First beat the game with 100 Gold Cards, then finish the extra world by defeating Sirius. Next, go to the Options menu, and you can view the credits without having to beat the game again.

### SECRET BATTLE STAGES:

Go to the game selection screen (where you choose between adventure mode, battle mode, etc.). Press the start button repeatedly until you hear a chime. Now go into battle mode and the four extra battle levels (In the Gutter, Sea Sick, Blizzard Battle, Lost at Sea) will be enabled.

name (all caps). You can now play without a stadium, resulting in a foster framerate.



### TINY PLAYERS:

Go to the Player Edit screen, select the Vancouver team and enter KERRY as your name (all caps). All of the players will now be teeny tiny.

## FIGHTER'S DESTINY

### CHANGE OUTFITS:

To change your fighter's colors and uniform, hold down the R-Button at the selection screen. There are just two outfits to choose from.

### PLAY AS BORO:

If you want to play as Fighter's Destiny's most dangerous aerial fighter, Boro, you need to beat the game on Easy Mode.

### PLAY AS ROBERT THE ROBOT:

At the Fastest Mode, beat all the fighters in less than one minute (total time). You will now be able to play as Robert. You may have to use a fighter with a star to get this trick to work (you get stars by beating the game).

### PLAY AS USHI THE COW:

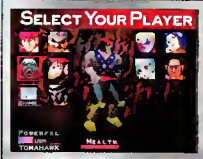
Enter the Rodeo Mode and stay alive for at least one minute, and you will be able to select Ushi as a playable character (you get stars by beating the game).

### PLAY AS THE JOKER:

Beat all 100 characters in the Survival Mode, and the Joker will become available to use as your fighter (you get stars by beating the game).

### PLAY AS THE MASTER:

Enter the Master Challenge, with any fighter, and if you beat everyone, you will be able to select the Master as a playable character.



## FIFA: RTWC

### BIG HEAD MODE:

In the player edit screen, select Vancouver as your team. and name your player ANATOLI (all caps), then press Start. All of the players will now have big heads during the game.



### GHOST PLAYERS:

In the player edit screen, select the Slovakia team and enter LASKO as your name (all caps). The players will now all be ghosts.



### INVISIBLE PLAYERS:

Go to the player edit screen, select the Sheffield W team and enter WAYNE as your name (all caps). All of the players will now be invisible.



### PENCIL AND PAPER MODE:

Once again, at the player edit screen, select Canada and enter MARC as your name (all caps). You can now play the game in pencil and paper mode.



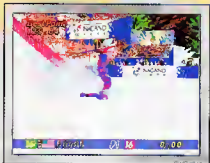
### REMOVE STADIUM:

Go to the player edit screen, select a team, and enter CATCH22 as your

## NAGANO OLYMPICS

### FACE PLANT:

Select the Olympic mode, pick Freestyle Aerials and choose a trick to perform. Don't Once you're in the air, rapidly tap the B button. If the skier lands, he will flip and do a face plant and ski down the hill on his head. Cool.



## QUAKE 64

### NO BARRIERS:

Enter the password "NOCLIP" and you can walk through walls.

### DEBUG MODE:

To access Quake's debug mode, enter all Q's as the password. It



# CODES FOR CHEATERS

will say invalid password, back out, and go to the options screen. There you will find a new option called debug... have fun.

## SAN FRANCISCO RUSH

### DRIVE THE FIRE BALL (pictured here):

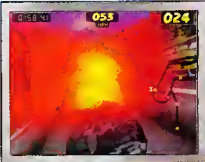
At the car selection screen, hold C-Up and press Z four times.

### ATTEMPT TO RESURRECT IN PLACE:

Setup screen: Hold Z (C-Left, C-Right, C-Right, C-Left). When you crash, you will now be resurrected in place.

### AUTO-ABORT DISABLE:

At the Setup screen: C-Up, C-Up, C-Up, C-Up



### CHANGE VIEWING DISTANCE

(pictured here):

Hold L and press up or down on the control stick.

### CHANGE BACK TIRE SIZE:

From car select screen: C-Right, C-Left, C-Left, C-Right



### CHANGE FRONT TIRE SIZE:

From car select screen: C-Left, C-Right, C-Right, C-Left

### CHANGE GRAVITY (pictured here):

From Setup screen: Holding Z, press up, down. Let go of Z and press up, down, up, down. You can do this three times.

### ROTATE HIGH SCORE NAMES:

At the Fast Times or Best Laps records screens, hit: L, R, L, R, L, R, L, R. Now the computer generated names will be cycled around.

### DISABLE CAR COLLISIONS:

From Setup screen: left, right (C-Right), C-Up, C-Left, C-Down, Z. Now you can drive right through an opponent.



### ENABLE FOGGY NIGHT

(pictured here):

At the options screen during gameplay select 'extreme fog' with all four C buttons held down. This gives a pseudo nighttime feel



### FOG COLOR (pictured here):

At the car select screen hold Z and press C-Down, C-Down, C-Down. This code changes the color of the fog.

### NO GAME TIMER:

At the setup screen: Hold Z: C-Down, C-Up, C-Up, C-Down. This turns off the game timer in Rush.

### TURN CAR INTO MINE

(pictured here):

From car select screen: C-Right, C-Right, Z, C-Down, C-Up, Z, C-Left, C-Left. If car is a mine and runs into another vehicle it will blow up. Note: All cones show up as mines, too.



### TURN OFF TRACK TEXTURES

(pictured here):

From Setup Screen: (C-Right)-L, Z, (C-Right)-L, Z. This turns off most of the textures in the game.

### CHANGE CAR SIZE:

From car select screen: C-Down, C-Up, C-Up, C-Down (quickly)



### TURN CONES INTO MINES

(pictured here):

From Setup screen: L, R, L, R, L, R (quickly). This code turns all the cones in San Francisco Rush into huge mines that blow up anything that touches them.



### TURN TRACKS UPSIDE-DOWN

(pictured here):

From Setup screen: Up, Right, Down, Left, Down, Right, Up, Left. This code enables players to race the game upside down.

## WAYNE GRETZKY 98

### CHEAT CODES:

Go to the Options screen, then press C-Down + R, C-Left + R or C-Up + R. At the bottom, a window will popup that lets you modify a 16-bit register. You can only change the first 6 bits. To alter the bits, use these controls:

Change head size: C-Down + R

Change body size: C-Left + R

Change height: C-Up + R



### STOCKY PLAYERS:

100000

### STOCKY PLAYERS, BIG HEADS:

010000

### STOCKY PLAYERS, SMALL HEADS:

110000

### SMALL PLAYERS, HIGH PITCHED ANNOUNCER:

001000

### LARGE PLAYERS, DEEP THROAT ANNOUNCER:

000100





**SQUATY PLAYERS, HIGH PITCHED ANNOUNCER:**  
000010



**TALL PLAYERS, DEEP THROAT ANNOUNCER:**  
000001

**LARGE PLAYERS, SMALL HEADS, DEEP THROAT ANNOUNCER:**  
110110

**SQUATY PLAYERS, LARGE HEADS, HIGH PITCHED ANNOUNCER:**  
010010



**LARGE PLAYERS, LARGE HEADS, DEEP THROAT ANNOUNCER:**  
010101

**TALL PLAYERS, LARGE HEADS, DEEP THROAT ANNOUNCER:**  
010001



## KILLER INSTINCT GOLD

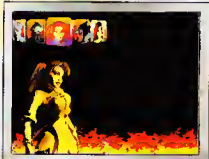


### PLAY AS GARGOS:

At the character bio screen (let the title screen go until this screen comes up), where age, height, etc are shown, press Z, A, R, Z, A, B. You will hear him laugh if the code works.

### MULTI-COLORED PLAYERS:

At the character bio screen (some as where you choose Gorgos), press Z, B, A, Z, A, L. This code will automatically save, and will enable you to play as the black, gold, and white colors without the necessary training.



### ALL OPTIONS INSTANTLY:

At the character bio screen, press these for all options instantly: Z, B, A, Left Shift, A, Z.

### VIEW CREDITS:

To view all of the credits without finishing the game, at the character bio screen press this combination: Z, left shift, A, Z, A, and Right Shift.



### REACH THE SKY LEVEL:

When at the Character Select screen and in Two-player Mode (two joypads must be plugged in), hold down the onlog joystick and press kick (the bottom C button) simultaneously. You should be able to play in the sky (just like with the orcode version).

### GLACIOUS INFINITE COMBO:

This is a real infinite combo. Use Glacious's liquidize and uppercut. With a medium kick for the opener, and then press forward and fierce kick, keep repeating this and the combo will go on until the life bar is gone or the opponent breaks it (or unless your hands get tired). This can also be opened with the Cold Shoulder with a medium punch then forward and fierce kick.



## YOSHI'S STORY

### BLACK YOSHI:

Go to Bone Dragons Dungeon in Story mode (page 2, board 2.) Go most of the way through the board to the tulips. Go to the tulip to the left of Miss Worp. Stand in front of the tulip and eat it. Fire yourself upward and break out of the egg near the ceiling. Grab the black egg and complete the rest of the board as usual.

### BLACK YOSHI #2 (LEVEL 2-3):

Another black Yoshi: Go to Page 2-3. Go through the level until you find a Help Box that tells you about a "big egg." From there, go to the left and jump on the lost floating rock, then jump on the one above that, and shoot the "2" bubble with an egg. You will receive the black egg. Beat the level and you have the black Yoshi. Note that you can only have one black Yoshi at the time.

### WHITE YOSHI:

On Page 3 Area 3 starting from Miss Worp 3 go right. When the road splits with a vase at each end, go in the upper vase. Then go right and enter the upper vase. You should see a dog and a red/orange pipe south of you. Go right and go into the first red/orange pipe to enter a hidden cave. Go right and throw an egg at the bubble. You will now receive a large white egg. Eat the remaining fruit on the level and on the next page and you will be able to choose the White Yoshi.

## BLAST CORPS

### Z-BUTTON TRICKS:

Simply get close to a building or structure and press Z until you hear the familiar "doh!" Repeat this and the building will eventually explode. Try these:

### Oyster Harbor:

Destroy the small blocks in the beginning of the course using the Romadozer, then, using the Z button trick on the buildings, you can do the level in under 1:30 (platinum time is 2:55)

### Beeton Tracks:

The Z button trick can finish this level easily, resulting in a time of around 33 seconds, instead of the platinum time of 1:15.

### NITRO BOOST:

At the beginning of a bonus level, after the green light, press the



# CODES FOR CHEATERS

gas button and you'll get a nitro boost similar (da it really, really fast).

## GHOST CAR:

In a level where you go around a race course, after you complete the number of laps it says to da, da the race again with another vehicle. Now, when you start, you'll be racing a ghost car. The ghost car will be the vehicle that you just used and will do everything you did in the last race.

## CRUIS'N' USA

### QUICK BOOST:

First you have to get a "New Hot Time" on a race. Then pick any car and at the beginning of the race press Brake, Brake, Brake, Gas, Brake, Gas. You can do this once every checkpoint. The quick boost only works for fully powered up cars.

### SIRENS AND LIGHTS:

When using the School Bus or Police Car, you can make the sirens and lights work by performing this code correctly. To get First place in a race or get a "Reard New Time" with either the police car or the school bus. After entering your initials move the joystick to the bottom of the screen and then all the way to the left (keeping the conveyor belt on the screen). Wait about 30 seconds and a head will roll by and say "Man, I love this game." Now exit the initial screen and chase a new race. When the race starts hit broke, broke and then accelerate moderately fast. If you've performed it correctly, the code will work. The sirens will turn off if you let up on the gas, but you can restart the code by hitting broke, broke, acceleration, and holding the acceleration down.



### COOL CAR SELECTION:

You can access a school bus, Jeep Wrangler, or police car. At the Car Selection menu, Press the top, left and bottom C (yellow) buttons simultaneously, and there you have it. Move the cursor left and right to select these three code cars.



### STAGE SELECTIONS:

#### Golden Gate Bridge:

At the Stage Select Screen Press L + C-left + C-down at the same time

#### San Francisco (pictured here):

L + C-down + C-right at the same time.

#### Indiana:

L + C-right + C-up at the same time.



## MORTAL KOMBAT TRILOGY

### Shang Tsung Morphs:

CYRAX = BL-BL-BL

ERMAC = D-D-U

JADE = F-F-D-D+BL

JAX = F-F-D-LP

JOHNNY C. = F-D-F-HP

KABAL = LP-BL-HK

KANO = B-F-BL

KITANA = F-D-F-RN

KUNG LAO = RN-RN-BL-RN

LIU KANG = F-D-B-U-F

MILEENA = RN-BL-HK

NIGHTWOLF = U-U-U

NOOB SAIBOT = F-D-D-B-HK

RAIN = RN-BL-LK

RAYDEN = BL-RN-BL

REPTILE = RN-BL-BL-HK

SCORPION = D-D-F-LP

SEKTOR = D-F-B-RN

SHEEVA = hold LK (F-D-F) Release LK OR F-D-F-LK-LK

SINDEL = B-D-B-LK

SMOKE(HUMAN) = BL-RN-LK

SMOKE(ROBOT) = B-B-D-LK

SONYA = D+RN+LP+BL

STRYKER = F-F-F-HK

SUB ZERO = BL-BL-RN-RN



## WAR GODS

### WAR GOD RANDOM SELECT:

When selecting a War God (at the god selection screen) hold start and press up. This will randomly select a War God for you.

### FREE PLAY MODE:

On the title screen press C left, C left, R, A, B, C up, C right. This gives you unlimited play.

### CHEAT MENU:

The cheat menu enables players additional options, including the use of easy fatalities. Just press A + B and the top and right C buttons simultaneously after having beaten an opponent and the fatality will take place. (Take note that each player must be a certain distance away from the opponent to perform these correctly.)

### To enable the cheat:

Press the D pad right three times, then hit B twice and A twice (RRR, BB, AA).



### PLAY AS EXOR:

On the selection screen hit Left, Down, Down, Right, Left, Up, Left, Up, Right, Down, and choose any character.

### PLAY AS GROX:

On the character selection screen, hit Down, Right, Left, Left, Up, Down, Right, Up, Left, Left, and choose any character.





## MISCHIEF MAKERS

### MOVE LIST FOR MARINA:

- MOVE — (depress directional pad Left or Right)  
 GRAB — (B button)  
 RELEASE GRABBED ITEMS — (B button)  
 THROW — (directional pad plus B button)  
 SHAKE OFF — (After you grab



something, press down 2 times)

JUMP — (A button)

CROUCH — (press down on the directional pad)

DASH — (Top Left or Right on the directional pad then press C)

HOVERING — (In the air top the up key and press the C button)

SLIDING — (Down directional button + A)

SLIDING JUMP — (Down directional button + quickly top A twice)

ROLL — (Down directional button and top C)

### MOVE LIST FOR MARINA CHAPPY:

PUNCH — (B button—top three times for triple combo)

JUMP — (A button—top three times for triple jump)

DEFENSE — (Down directional button)

SLIDING — (Down directional button + A)

DASH — (Top Left or Right on the directional pad twice)

DANGLE — (Jump + Up directional button)

FINAL UPPERCUT — (Up directional button + B button)



Do the easy trick and immediately press C-Right to go back into the trick list while you are still in the air. Now select the trick you can't do (like a 1080, for example) and go back into the game. Land your board and the game will think you actually did that trick.

### PENGUIN BOARD:

In training mode perform all 24 tricks (including both 1080s). Now, at the board selection screen highlight the Tahoe 151 board and press C-down followed by A.

### HOW TO BE A DJ:

During the View Replay option for the Half Pipe mode you can add record scratches to the background. To do this, move the control stick in any direction during the Half Pipe Replay. NOTE: This cheat only works in the Half Pipe mode replay.

### HIDDEN COURSES:

#### Deadly Fall Course:

In Match race, beat the six courses on expert mode. This will unlock the Deadly Fall course.

#### Dragon Cave Course:

In Match race, beat the five courses on hard mode. This will unlock the Dragon Cave course.

### HIDDEN RIDERS:

#### Crystal Boarder:

With any character clear the expert mode. Now on the character selection screen select Akori. Press C-Left and then A (you should be on the screen that shows character technique, speed, balance, power and jump). If you've done it correctly you will see Akori's picture replaced with the Crystal Boarder of the track selection screen.

#### Metal Boarder:

Win the expert mode with the Crystal boarder. Now on the character selection screen highlight Kensuke. Press C-Up, and then A (you should be on the screen that shows character technique, speed, balance, power and jump). If you've done it correctly you will see Kensuke's picture replaced with the Metal boarder of the track selection screen.

### Panda Boarder:

First, you need to beat the Extra Mode. Next, get rid of all EAD scores in the Trick, Time, and Contest Modes (come in first, second and third. It doesn't matter what initials you use -- but in the end, there should be no EAD records left). Now on the character selection screen highlight Rob. Press C-right and then A (you should be on the screen that shows character technique, speed, balance, power and jump). If you've done it correctly you will see Rob's picture replaced with the Panda Boarder of the track selection screen.

### PANDA BOARDER TRICKS:

#### Back Flip:

When in the air, press R and down on the analog stick. Panda will now perform a back flip in the air, worth 100 points. You can also perform this move close to the ground.

#### Front Flip:

When in the air, press R and up on the analog stick. Panda will now perform a front flip in the air, worth 100 points. You can also perform this move close to the ground.

## 1080 SNOWBOARDING

### INTRO CAMERA TRICK:

Press C-up during the intro movie and use the d-pad to control the camera (you can do this with the in-game replays also).

### QUICK JUMP START:

To get on extra boost at the starting line (or if your going slow or up a hill), simply top the control stick forward. When the race is about to start, wait until the announcer is about to say "Go!" You may need to practice your timing to get it to work.



### HALFPIPE GLITCH TRICK:

When you start the halfpipe, immediately turn to the left or right. Proceed until you are near the wall, then make a turn towards the pipe. If you are in the correct position, you will move up a small invisible ramp and it will boost you high into the air.



You should be able to land every trick, no matter how you land (except not letting go of a grab).

### ALL TRICKS IN TRAINING MODE:

Here's a cool trick to easily clear all tricks in the Training Mode (so that you can get the Penguin Board). Go into the Training Mode with any character and do a couple of the simple tricks (so that they turn red in the trick list). Then, when you get to a trick you can't do, go to your trick list and pick a real easy trick (like a board grab).



# CODES FOR CHEATERS

## Panda Tweak:

Note: Only the Panda Boarder can do this trick. When in the air, press R and move the analog stick in a counterclockwise circle, then press R and left (reverse these controls to do a Panda Tweak in the opposite direction). This trick earns you 300 points.

## One Foot:

When in the air, press B and down on the analog stick. Your Panda will now do a one-foot trick in the air, worth 400 points.

## MARIO KART 64

### FULL COURSE TIME TRIALS:

Here are the top times to beat in Time Trials:

- Luigi Raceway -- 01:43.35
- Moo Moo Farm -- 1:18.70
- Koopa Troopa Beach -- 01:30.92
- Kolimori Desert -- 1:53.32
- Choco Mountain -- 01:46.84
- Mario Raceway -- 01:17.57
- Toad's Turnpike -- 1:46.84
- Froppe Snowland -- 01:17.57
- Wario Stadium -- 04:01.24
- Royal Raceway -- 02:36.59
- Bowser's Castle -- 01:50.75
- Sherbet Land -- 02:04.02
- Rainbow Road -- 04:05.88
- Yoshi Valley -- 01:38.44
- Donkey Kong's Jungle Parkway -- 01:58.34
- Bananas Boardwalk -- 01:52.49

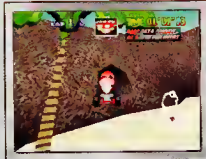
### BANANA TRICK:

When you hit a banana peel, hit the brakes immediately. After you brake for 1 second, release and accelerate completely. This is really helpful in Battle Mode because you will not lose a balloon.

### DRAFTING TRICK:

Get directly behind another kart and you'll see air come off of both sides of your kart (like when you go off a ramp), and you'll get a short burst of speed that will enable you to pass the guy ahead of you.

### COOL (AND USEFUL) SHORT CUTS:

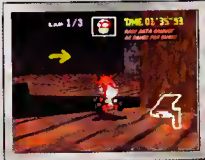


#### 1. Noku Noku Beach:

The waterfall. You can make the jump off of the ramp without a power-up. Just aim straight into the cave, use the jump button and make sure not to hit the walls.

#### 2. Hydro Pond:

The ghost house. Inside the ghost house, take a right and you'll pass by a wall on your left. Instead of heading toward the bots, go to the left and pass on the left side of the wooden pole. Jump over the edge of the star-shaped pool and you'll be in first place.



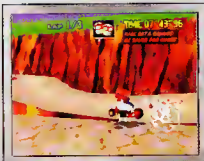
#### 4. Yoshi Valley:

Follow the course until you hit the maze. Go left and stay left. The first part of the short-cut is to stay left and on the narrow part of the course. After managing to do that, you'll hit a little checkered ledge, and you'll see a big red and white sign on the left pointing right. This is the hard part. Accelerate as fast as possible and stay to the far right. As soon as the rail on the left side ends pull a hard left powerslide off the road. You'll continue the powerslide onto the upcoming road after you land, and if you do it right, you'll have shaved off at least 10 seconds or lead the pack. Of course, this one takes a lot of practice, but once mastered, it can't be beat.



#### 3. Rainbow Road:

At the start of the race, there is a large hill. As the slope begins to descend, press jump and you'll fly higher and farther than normally. By the second and third laps, you should be an easy street.



#### 5. Donkey Jungle Park:

Near the beginning of the race is a self-propelling ramp which sends your racer across a giant river. This one is quite simple. Instead of jumping straight off it, aim to the far left and you'll be ahead of the crowd by a few seconds. It works. Second, this course is full of sharp turns. Use the

mushroom power-ups as you pass across the jungle terrain and though you'll be hit by coconuts, you'll still end up farther ahead than if you didn't. Third, there is one cave on this course that disrupts many players because of its weird angles and hard-to-follow path. But look at the ground and there is a light-colored path,



which makes it far easier to follow. Fourth, upon entering the cave, accelerate to the maximum and aim toward the steep slope. If your racer is going fast enough then pull a hard left powerslide and you'll slide right up the slope, thereby shaving a few seconds.



#### Big Rainbow Short Cut:

Go to the Rainbow Ride Course, and at the start, before you get air on the big, long hill, take a wide turn left off the course and into mid-air. If you've got the correct angle and speed you'll fly through the air for 10 seconds,





## GHOST RIDER: LUIGI:

Go to the Luigi Circuit and race the course under 1 minute and 52 seconds (1:51). If you're able to do it you can then race against your ghost.

## GHOST RIDER: MARIO RACEWAY:

Try to beat the time of 1:30 to get the ghost to appear. After you beat the above times, immediately RETRY and you will see the message "Now Meet the Course Ghost."

## GHOST RIDER: ROYAL RACEWAY:

Go to the Royal Raceway and race the course under 2 minutes and 40 seconds (2:40.00). If you're able to do it you can then race against your ghost, "a recording of the course's best time."

## HIDDEN COURSES:

In order to open up the hidden courses, you must receive the gold cup in the 150cc class. Once you've done it, the title screen will change.

## TURBO START:

The Turbo Start trick works somewhat like the starting trick in Wave Race 64. At the very end of the second light -- as it dims -- press the A button (acceleration). If you time it right, you'll receive a turbo boost that pushes you far far ahead of the other players.

## NBA HANGTIME

### SECRET PLAYERS:

At the character select screen, punch in these passwords and PIN numbers to play your favorite NBA athletes... and some other guys.

Ahrdwy - 0000  
Amrich - 2020  
Barda - 6000  
Carlos - 1010  
Cliff - 0000  
Daniel - 0604  
Danr - 0000  
Davidr - 0000  
Divita - 0201  
Dream - 0000  
Eddie - 6213  
Elliat - 0000  
Eugene - 6767  
Ewing - 0000  
Ghill - 0000  
Glenr - 0000  
Hgrant - 0000  
Jamie - 1000  
Japple - 6660  
Jasan - 0729  
JC - 0000

Jigget - 1010  
Jfer - 0503  
Janhey - 6000  
Jahnsn - 0000  
Kemp - 0000  
Kidd - 0000  
Kambat - 0004  
Malone - 0000  
Marius - 1005  
Marty - 1010  
Mdoc - 2099  
Mednik - 6000  
Miller - 0000  
Minife - 6000  
Marris - 6000  
Mortal - 0004  
Motumb - 0000  
Munday - 5432  
Mursan - 0000  
MXV - 1014  
Nick - 7000

and will land on the same course below with a sizeable bounce. While you're in mid-air pull your hand off the acceleration and hit the brakes because when you land your speed will cause you to bounce right off the course.

Nabud - 1010  
North - 5050  
Paif - 2000  
Perry - 3500  
Pippen - 0000  
Quin - 0330  
Rice - 0000  
Rodman - 0000  
Root - 6000

## RODMAN QUICK CHANGE:

You can change Dennis Rodman's hair color by pressing the pass button when you select your team (and have chosen Dennis Rodman).

## BABY MODE:

At the "Tonight's Matchup" screen, enter 025 using the yellow "A," "Bottom C," and "Right C" buttons. This will activate Baby Mode. At the tonight's matchup screen type in these codes:

"111" - Tournament mode

"120" - Quick passing

"284" - Max speed

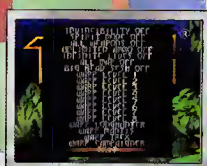
"709" - Max steal

## BIG HEADS:

At the Tonight's Matchup screen, hold up, push turbo, and pass simultaneously.

Shawn - 0123  
Smits - 0000  
Sna - 0103  
Stackh - 0000  
Starks - 0000  
Turnel - 0322  
Webb - 0000  
Webber - 0000  
Nfunk - 0101

## TUROK



### LEVEL SKIPPING AND BOSS WARPS:

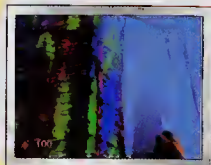
NTHGTHDGD CRTDTRK

CHANGE COLORS (pictured here):  
LTHCLRSFTHRN



### PIXEL MODE (pictured here):

CLLTHNTMTN  
SEE ALL ENEMIES:  
NSTHMDNDT



DANA MODE (pictured here):  
DNCHN



GREG'S MODE (pictured here):  
GRGCHN





# CODES FOR CHEATERS

## ROBIN'S CHEAT (pictured here):

RBNSMTH



## ALL WEAPONS:

CMGTSMMGGS



## CREDITS (pictured here):

FDTHMGS.

## SNOWBOARD KIDS

### ALL TRACKS, BOARDS AND CHARACTERS:

At the main menu screen, with "Start" highlighted, press, Analog Down, Analog Up, Down, Up, C-Down, C-Up, Left button, Right button, Z, Left, C-Right, Analog Up, B, Right, C-Left, Start. You should hear a voice say "Yeah".

## NHL BREAKAWAY 98

### CHEAT MENU:

To get the cheat menu in Breakaway 98, all you have to do is go to the main menu and press left-c, right-c, left-c, right-c, R, R

## KOBE BYRANT IN NBA COURTSIDE

### PLAY HIDDEN TEAMS:

Code: While holding L button, select Pre-Season game with A button. Now, scroll all the way to the right. Three new teams will be playable: Nintendo, N64 and Left Field.



## 1080° SNOWBOARDING:

Extra wide board — 800F502C2521  
Only see players head — 800F503C0001  
Enable All Levels — 81 25508800ff  
Enable Codes (must be an far others ta work) — de0004000000  
Infinite Lives — 8026b1db0003  
Match Levels Completed — 8025508a0005

## DIDDY KONG RACING:

50 Balloons — 801fbcd 0032  
\* This code must be enabled for DKR ta work — DE000400 0000  
99 Balloons — 801FCBED 0063  
Activate Drumstick Cheat — 800DFD9F 0002  
Activate T.T. Cheat — 800DFD9F 0001  
Activate all cheats — 810DFD9E FFFF  
All Balloons are Red — 800DFD9E 0080  
Bananas Reduce Speed Cheat — 800DFD9E 0020  
Big Characters Cheat — 800DFD9F 0010  
Disable Bananas — 800DFD9E 0010  
Disable Weapons — 800DFD9E 0008  
Display Credits Cheat — 800DFD9E 0004  
High Speed Racing Cheat — 800DFD9F 0008  
Horn Cheat — 800DFD9E 0001  
Mirrored Tracks Cheat — 800DFD9F 0004  
Music Menu Cheat — 800DFD9F 0040  
No limit to Bananas Cheat — 800DFD9E 0040  
Small Characters Cheat — 800DFD9F 0020  
Start with 10 Bananas Cheat — 800DFD9F 0080

## GOLDENEYE 007:

Many More Characters — 8002b1970040  
Rager Moore Phala — A002B19B0001  
Sean Cannery Phala — A002B19B0003  
Timothy Dalton Phala — A002B19B0002  
Bulletproof Band — 8002ce4A0030 80030b200030  
Enemy Cannat Aim — 8002ce4A0030 80030b1c0030  
Extra Amma — 80030b28 0042  
Weak Enemies — 8002ce480048  
Play Archives Level w/ 4 Players — 8002b537 0009  
Play Bunker Level w/ 4 Players — 8002b537 0008  
Play Caverns Level w/ 4 Players — 8002b537 000a  
Play Egyptian Level w/ 4 Players — 8002b537 000b  
Regular Mode: Extra Amma — 80030b28 0042  
2X Grenade Launchers — 8006966e0001  
2XHunting Knife — 800696710001  
2XLaser — 800696720001  
2XRC-P90 — 8006966f0001  
2XThrowing Knife — 800696700001  
All Guns — 800696530001  
Band Invisible — 8006965a0001  
DK Mode — 8006965c0001  
Enemy Rackets — 8006966e0001  
Fast Animation — 8006966a0001  
Gold PP7 — 800696650001  
Golden Gun — 800696630001  
Infinite Amma — 8006965b0001  
Invincible — 800696520001  
Laser — 800696620001  
Line Mode — 800696570001  
Magnum — 800696610001  
No Radar (Multi) — 800696670001  
Paint Ball Mode — 8006965f0001  
Silver PP7 — 800696640001  
Slow Animation — 8006966b0001  
Tiny Band — 8006965e0001  
Turbo Mode — 800696680001  
Dom: Infinite Amma — 800D37FF 0007  
Dom: Infinite Health — 810D303C 3F80 810D304E 0000  
Snowboard Kids:  
1 Lap Race — d01222880000 — 801222880009  
Infinite Cash — 801222eac350

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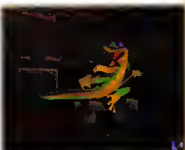
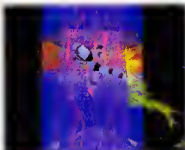
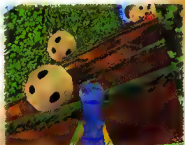
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